



“Graybles 100+” 1025-195 Original Board

ate 05/30/14

- ☒ Board Team 05/30/14
- ☐ Network Approval Board
- ☐ Record Board
- ☐ Animatic Scan Board
- ☐ Conformed Board
- ☐ Design Board
- ☐ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Andres Salaff

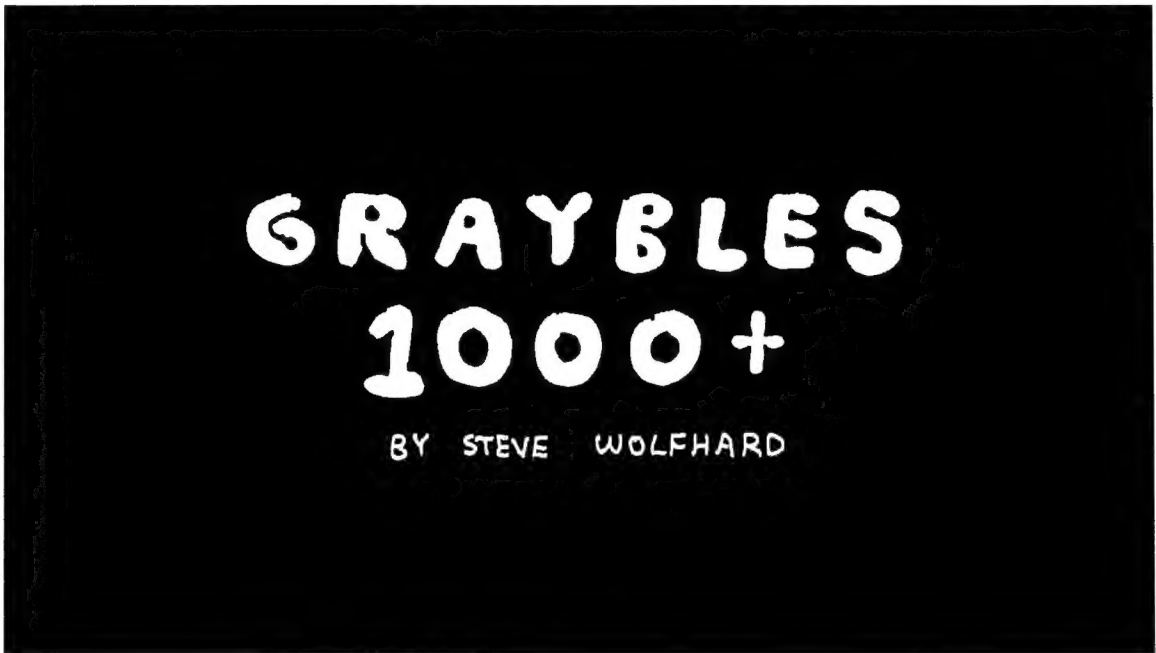
Storyboard by
Steve Wolfhard

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ADVENTURE TIME



Sc. / Pnl. / Bg. / day night



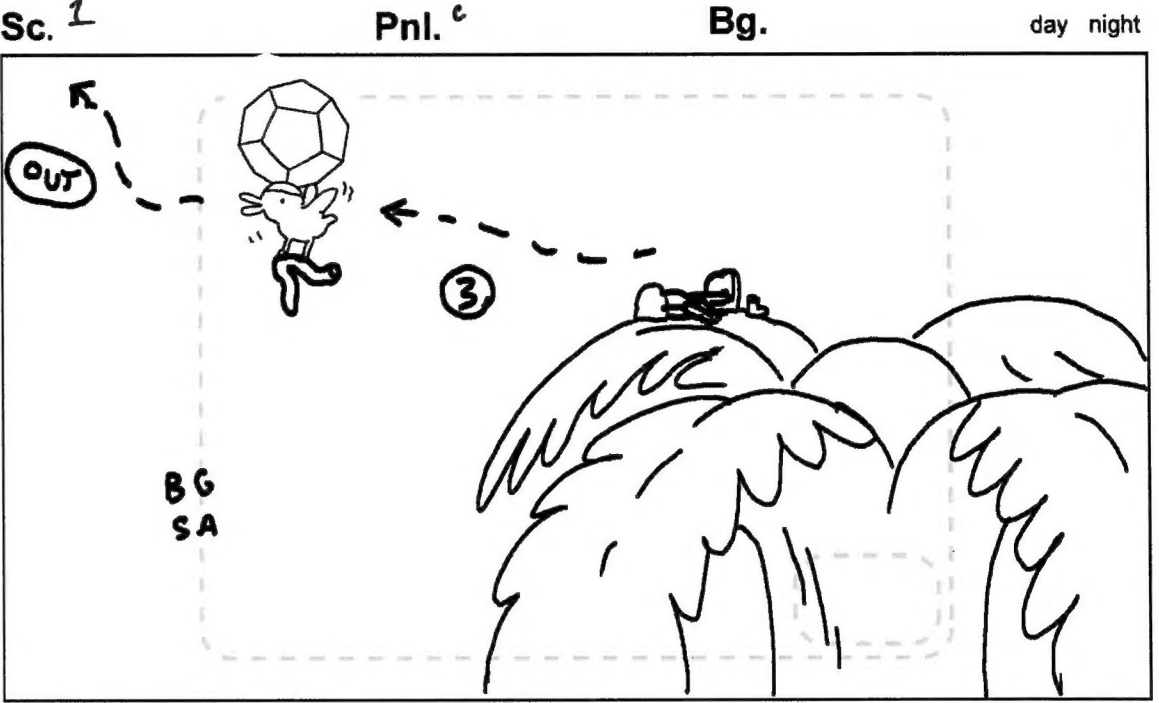
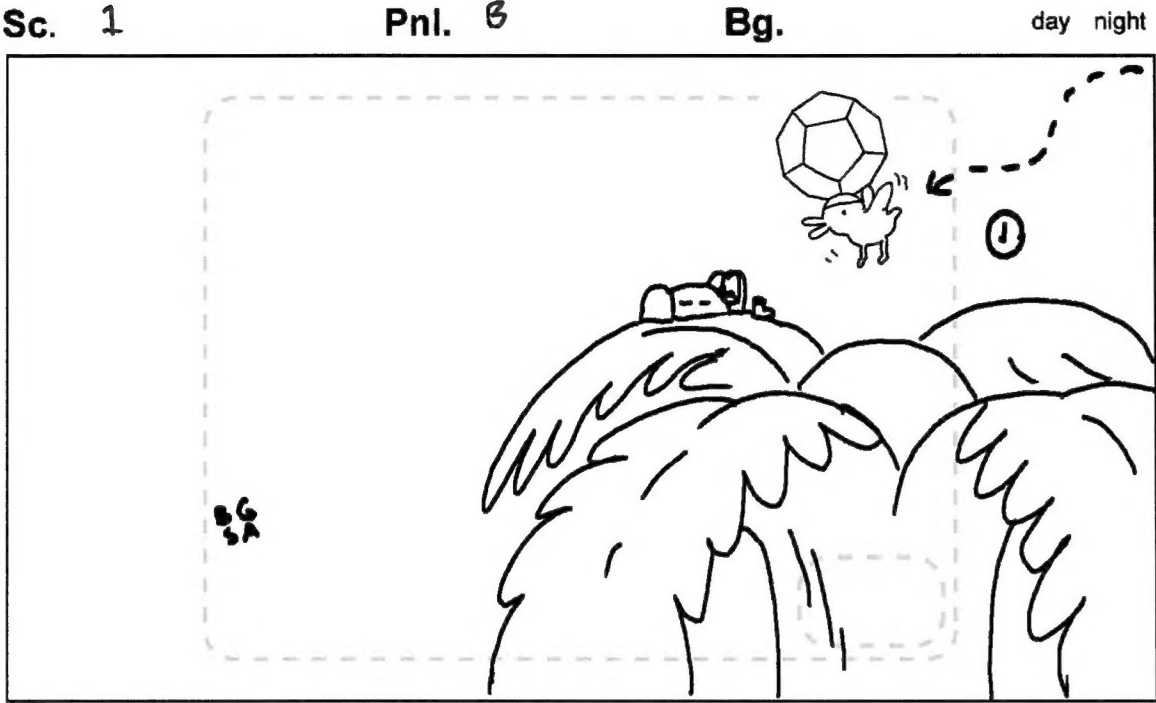
Sc. 1 Pnl. A Bg. day night



Dialog:	(SFX) DISTANT THUNDER, MAYBE BIRDS.
Action:	DUSK ON AN ALIEN WORLD...
Timing:	DETAIL OF "WORMER" →

EPISODE # 1025-195
Production :

ADVENTURE TIME



Dialog:

⑥ ① HELLO - LABLE!

Action:

- A DODECAHEDRON BIRD.
WOBBLING AROUND.

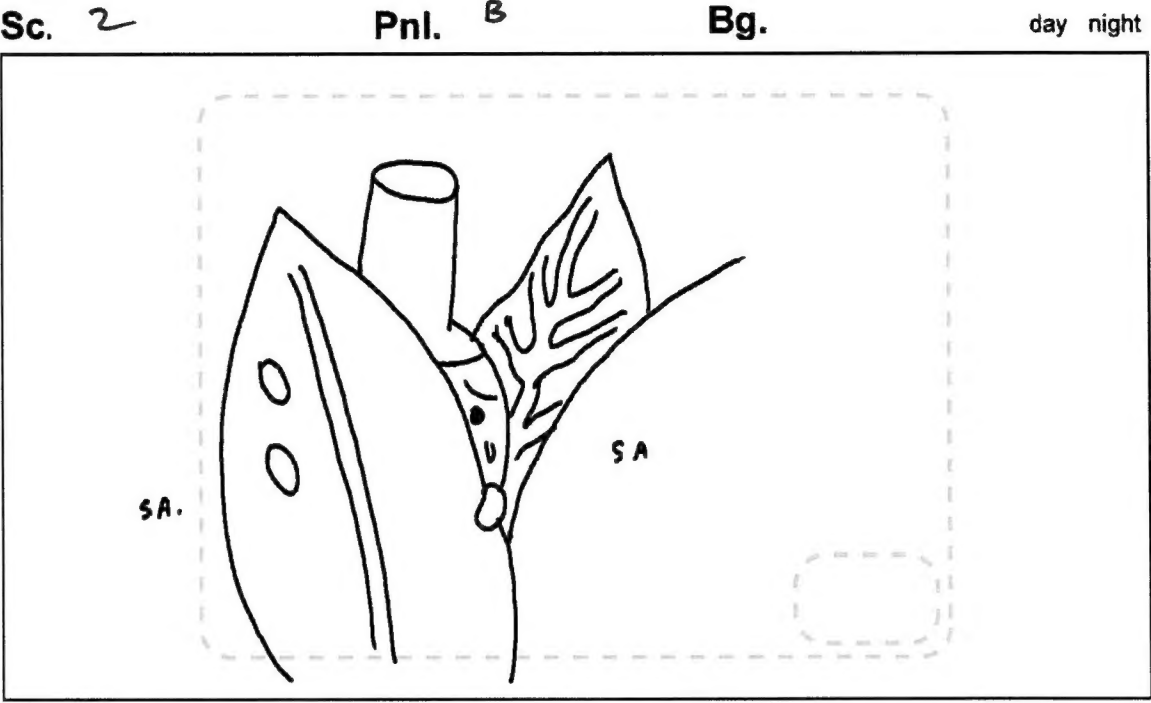
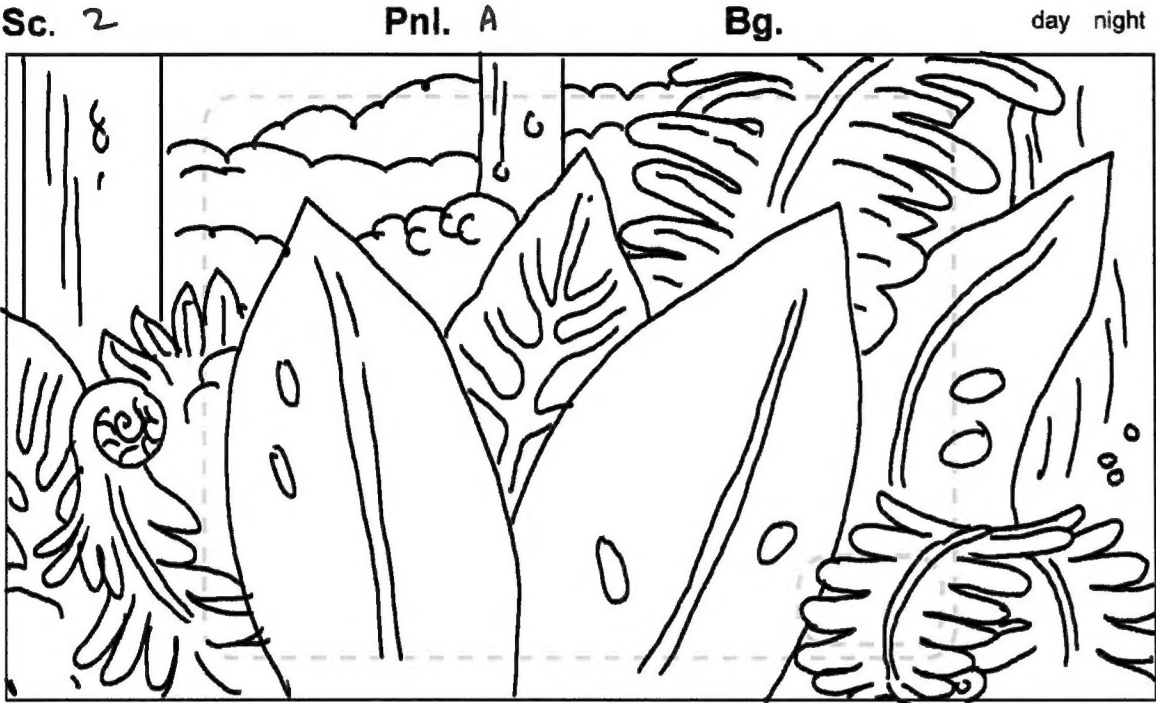
Timing:

②

⑦/② NO!

LIKE SOMEONE
WHO'S OFFENDED.

ADVENTURE TIME



Dialog:
<div>TUBER/ C U B E R ! ? !</div>
Action:
Timing:

ADVENTURE TIME



Sc. 2

Pnl. C

Bg.

day night

Sc. 2

Pnl. D

Bg.

day night



Dialog:	(T) BLABLE BROTHER? THIS GAME IS TOO DANGEROUS!
Action:	
Timing:	

Sc. 2

Pnl. E

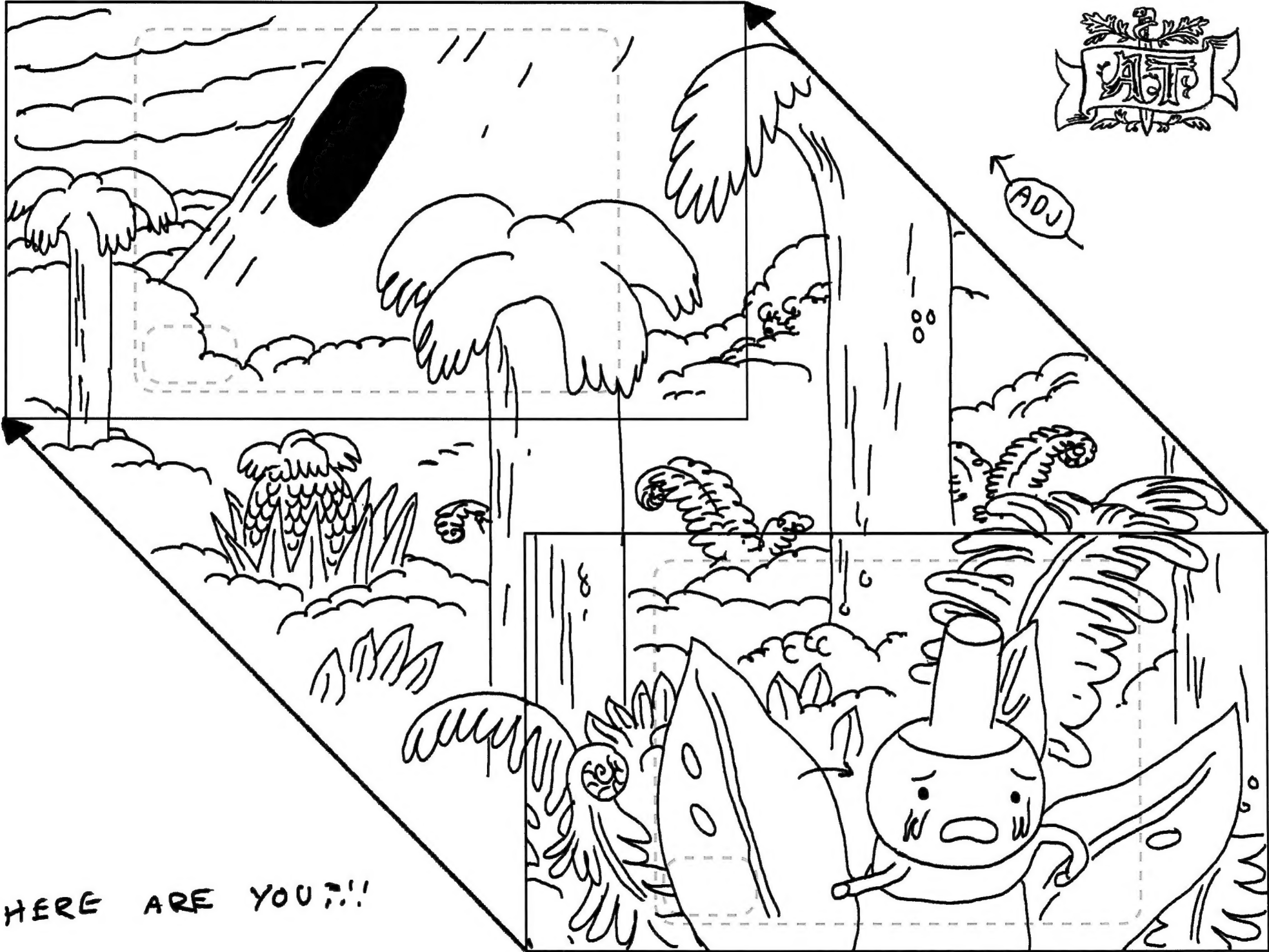
Bg.

day night

ADVENTURE TIME



Page 5



① WHERE ARE YOU?!!

1025-195

EPISODE #

Production :

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ADVENTURE TIME



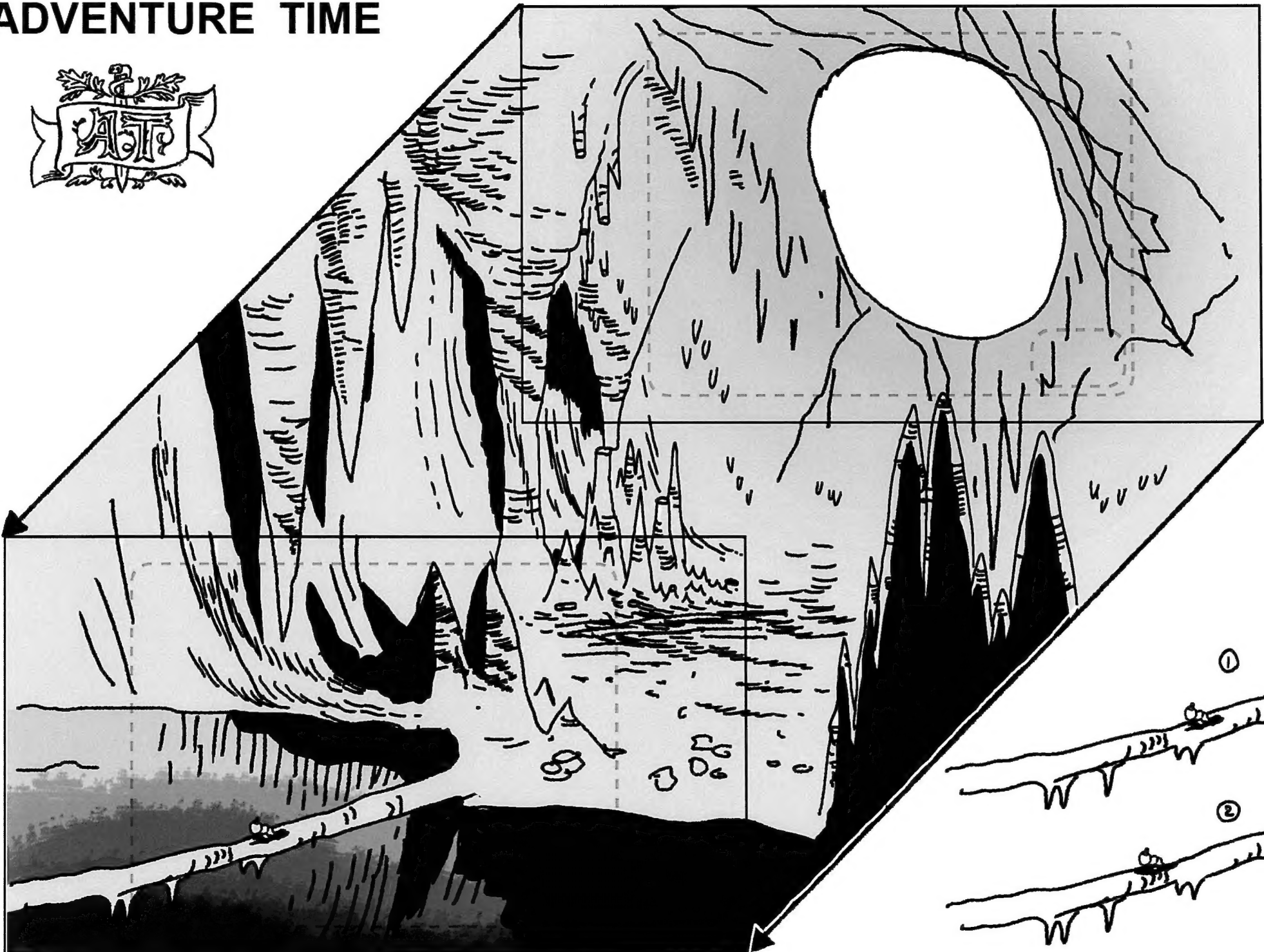
Sc. 3

Pnl. A

Bg.

day night

Page 6



EPISODE # 1025-195

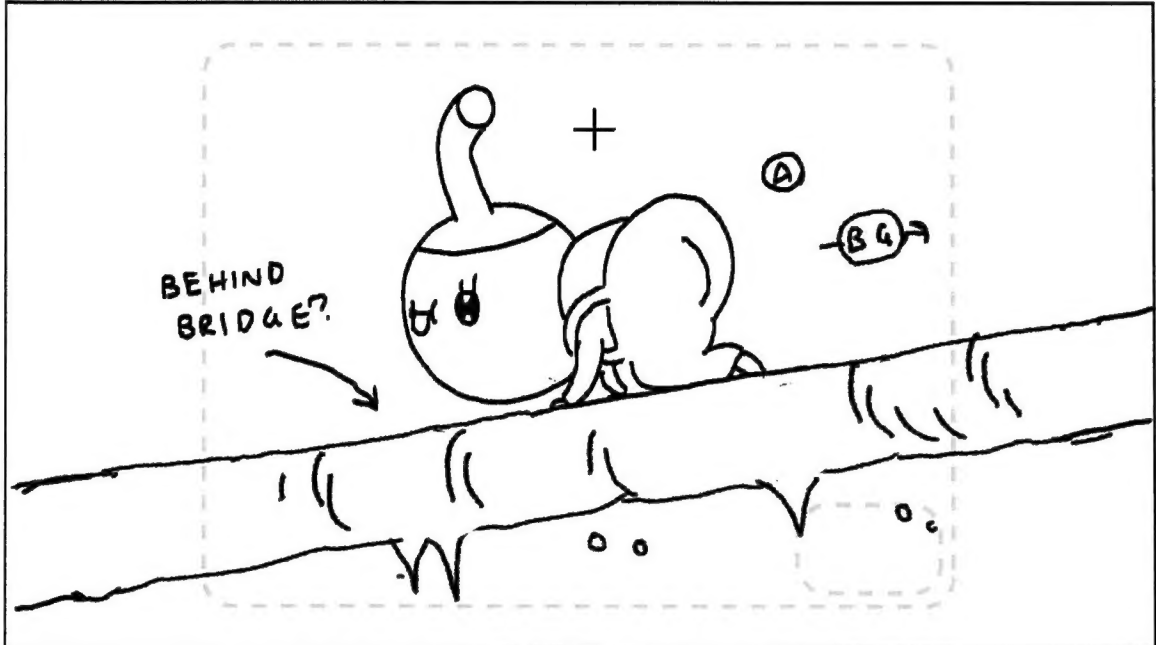
Production :

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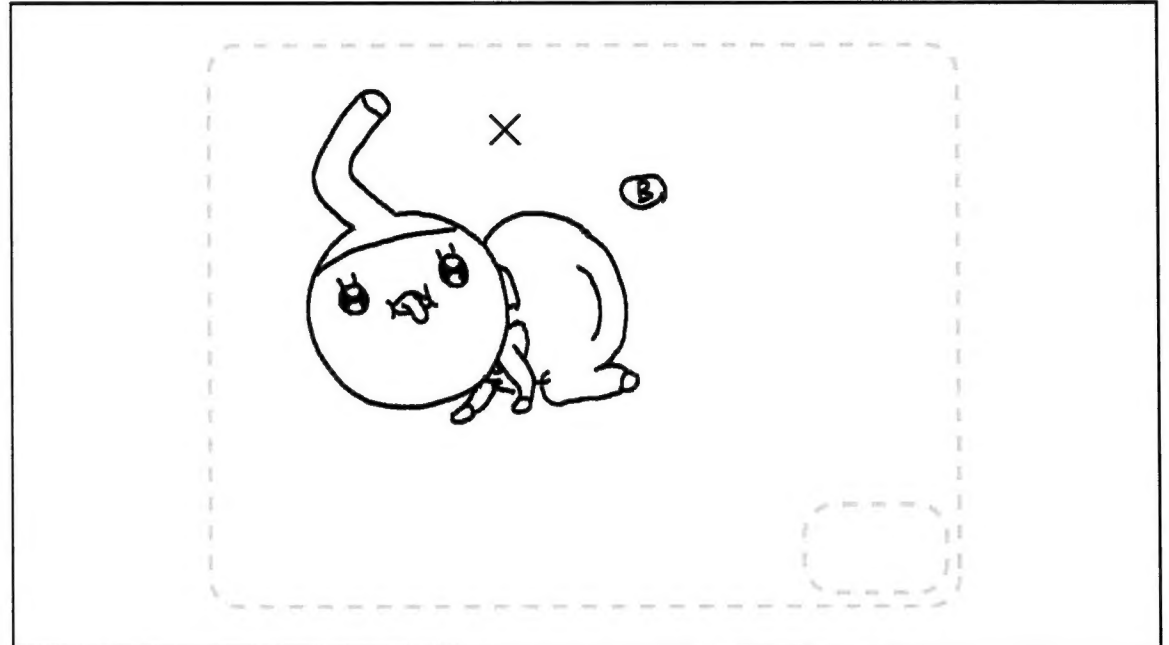
ADVENTURE TIME



Sc. 4 Pnl. A Bg. day night



Sc. 4 Pnl. B Bg. day night



Dialog: (BC) (A) OH THIS CAVE AIR IS DOING WONDERS FOR MY PHYSIOLOGICAL (A) BABLE BABLE BABLE (B)

Action: CRAWLING. BUTT IS REALLY WIGGLING. CRAWL POSES.

EPISODE # 1025-195
Production :

ADVENTURE TIME



Sc. S Pnl. A Bg. day night

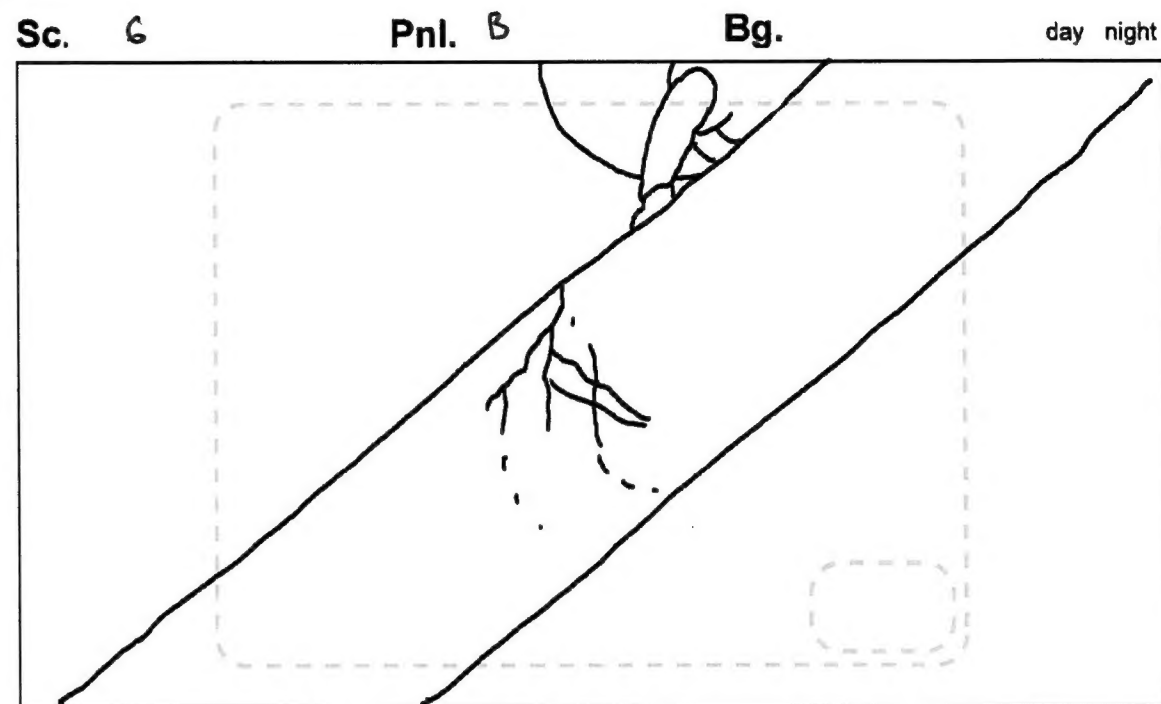
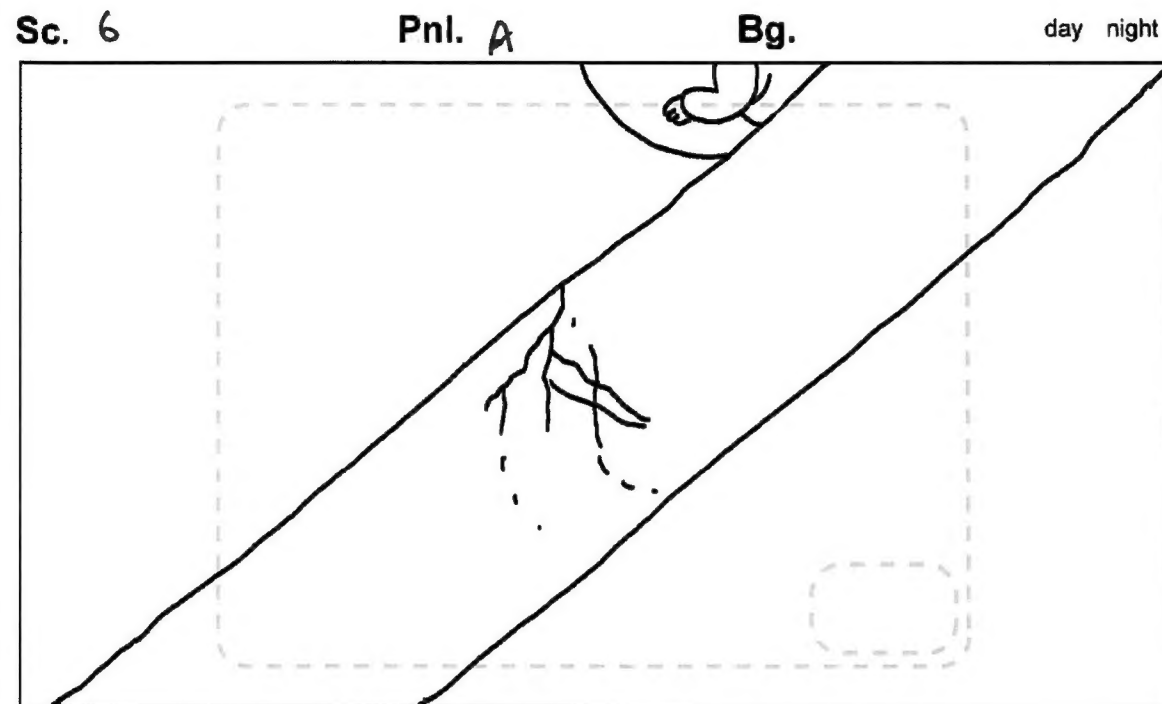
A hand-drawn storyboard panel labeled 'Pnl. A'. It depicts a landscape with a river flowing from the top left towards the bottom right. There are several trees represented by 'W' and 'V' shapes. A small, simple structure is visible on the right bank of the river. The background is a light gray dashed rectangle.

Sc. S Pnl. B Bg. day night

A hand-drawn storyboard panel labeled 'Pnl. B'. It depicts a landscape similar to panel A, with a river and trees. In the foreground, there are several small circles and an arrow pointing downwards, suggesting a character or object falling or moving. The background is a light gray dashed rectangle.

Dialog:
©/ B A B L E B A B L E B A B L E B A B L E
Action:
Timing:

ADVENTURE TIME

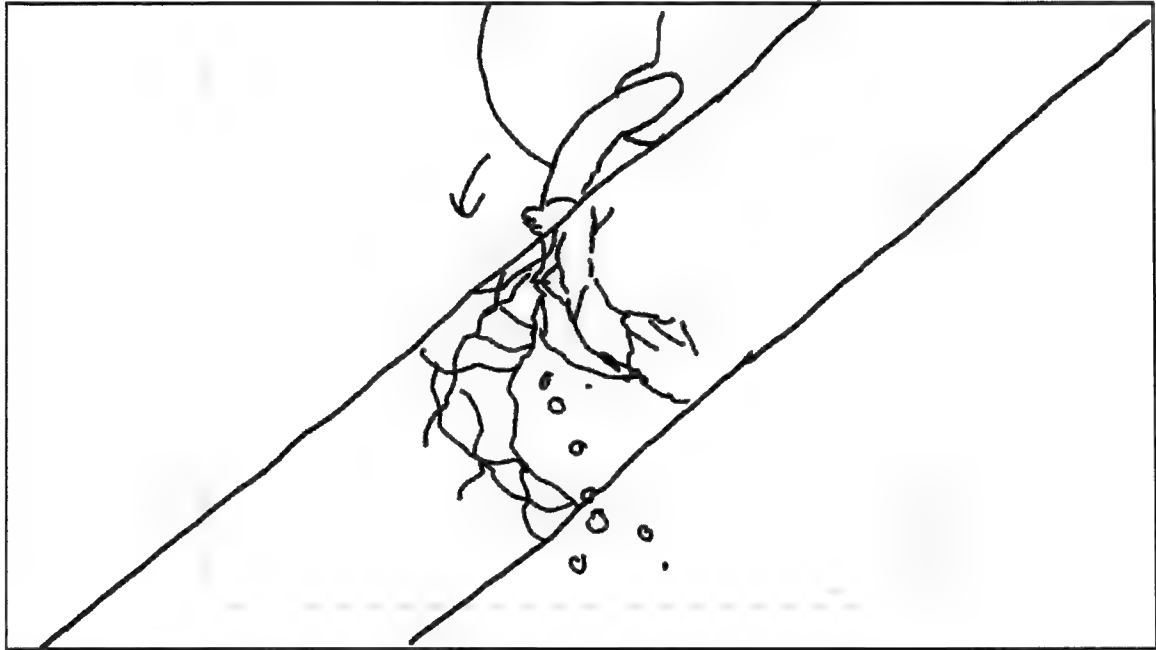


Dialog:
Action:
Timing:

ADVENTURE TIME



Sc. 6 Pnl. C Bg. day night

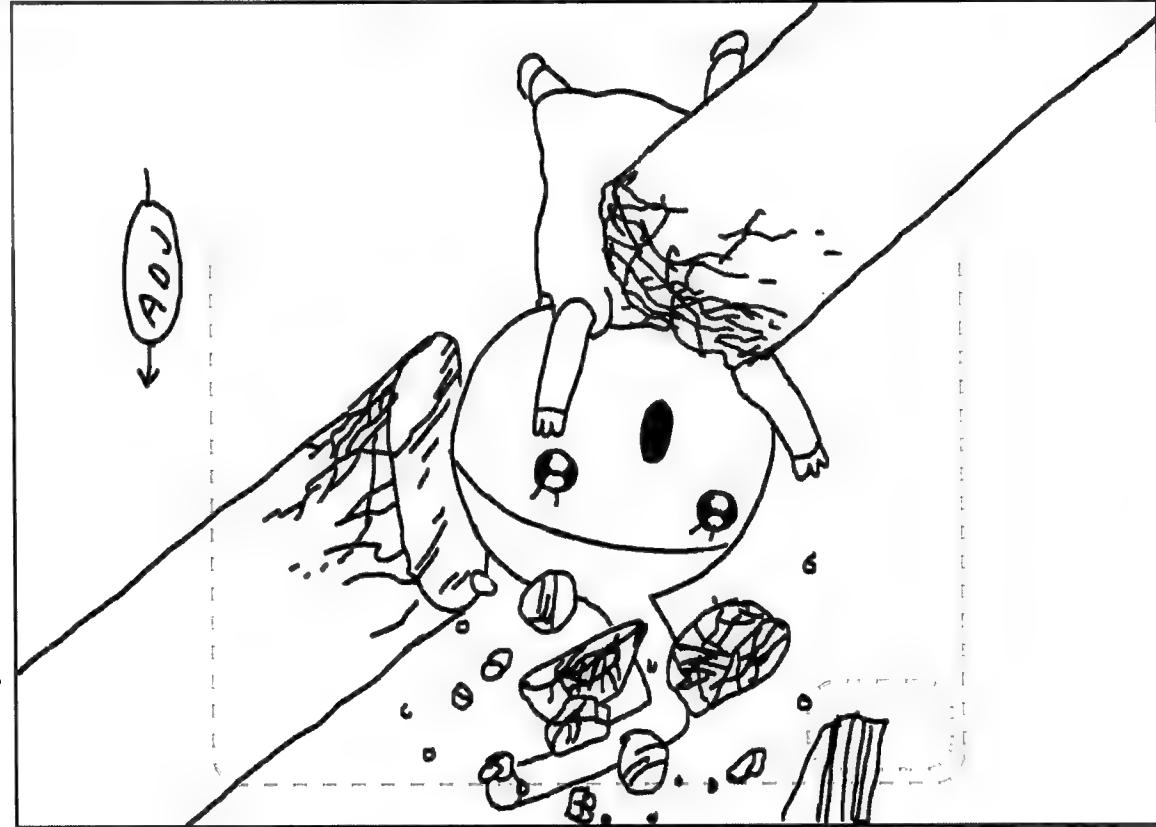


Dialog: CRACK

Action: CRACKS

Timing:

Sc. 6 Pnl. D Bg. day night



Production :

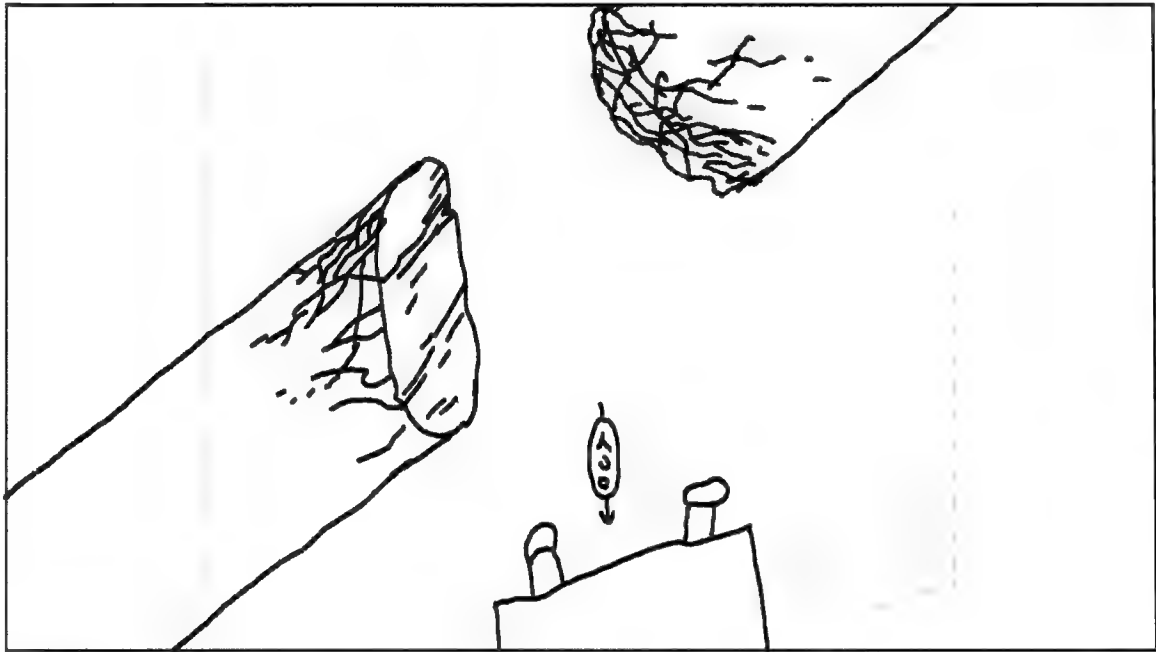
EPISODE #

1025-195

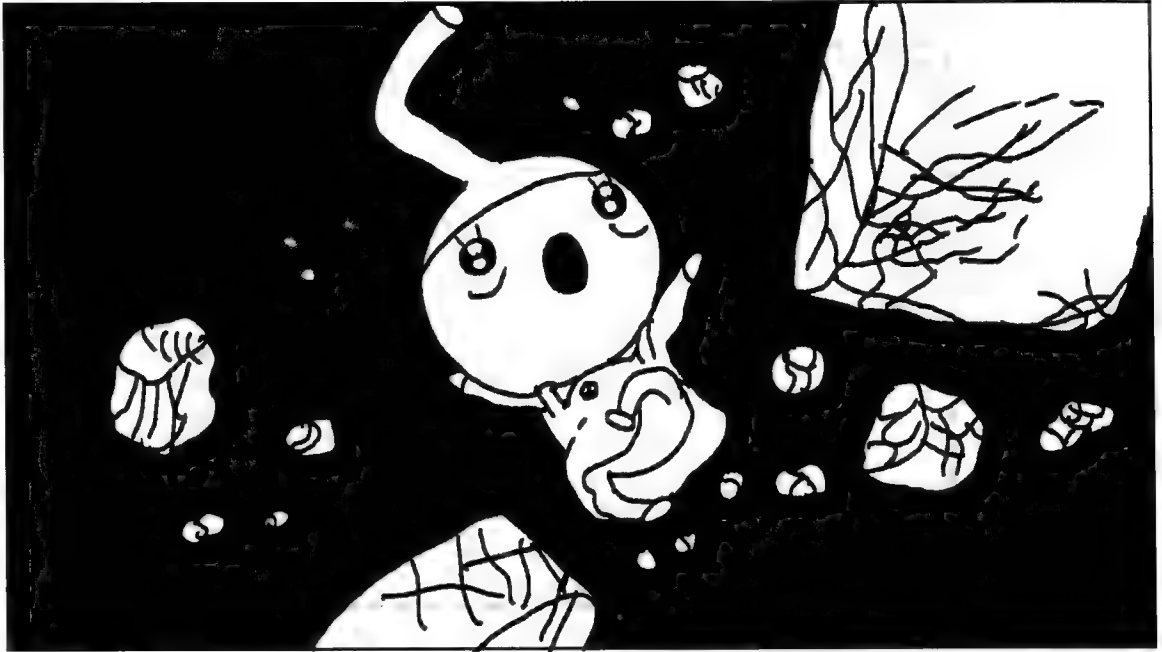
ADVENTURE TIME



Sc. 6 Pnl. E Bg. day night



Sc. 7 Pnl. A Bg. day night



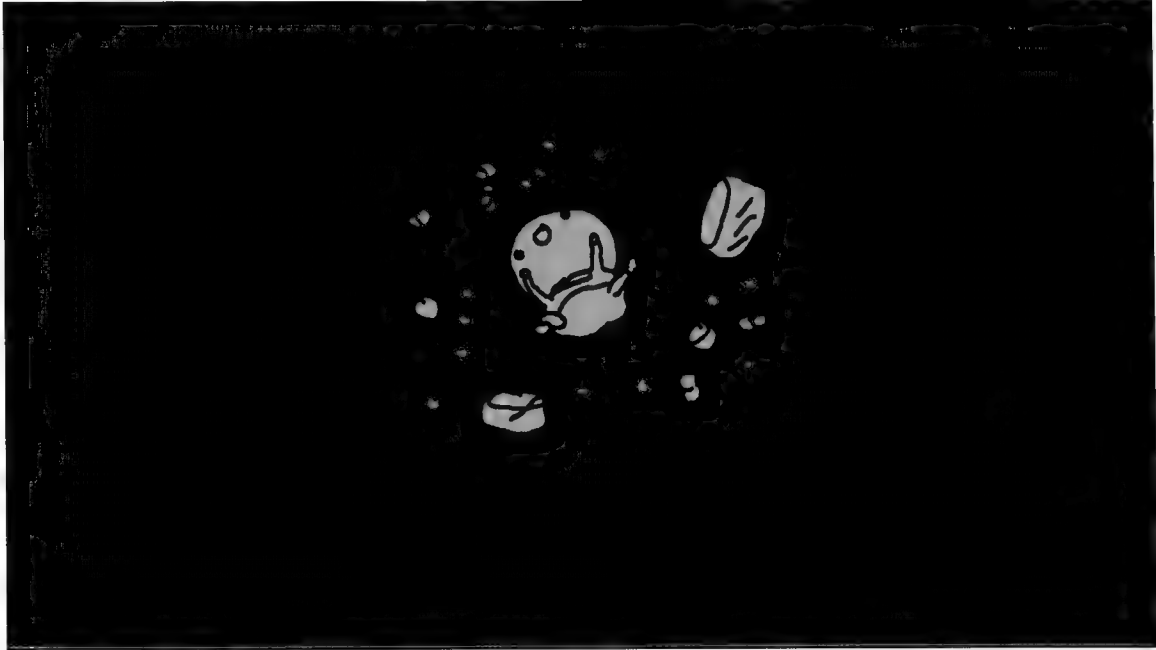
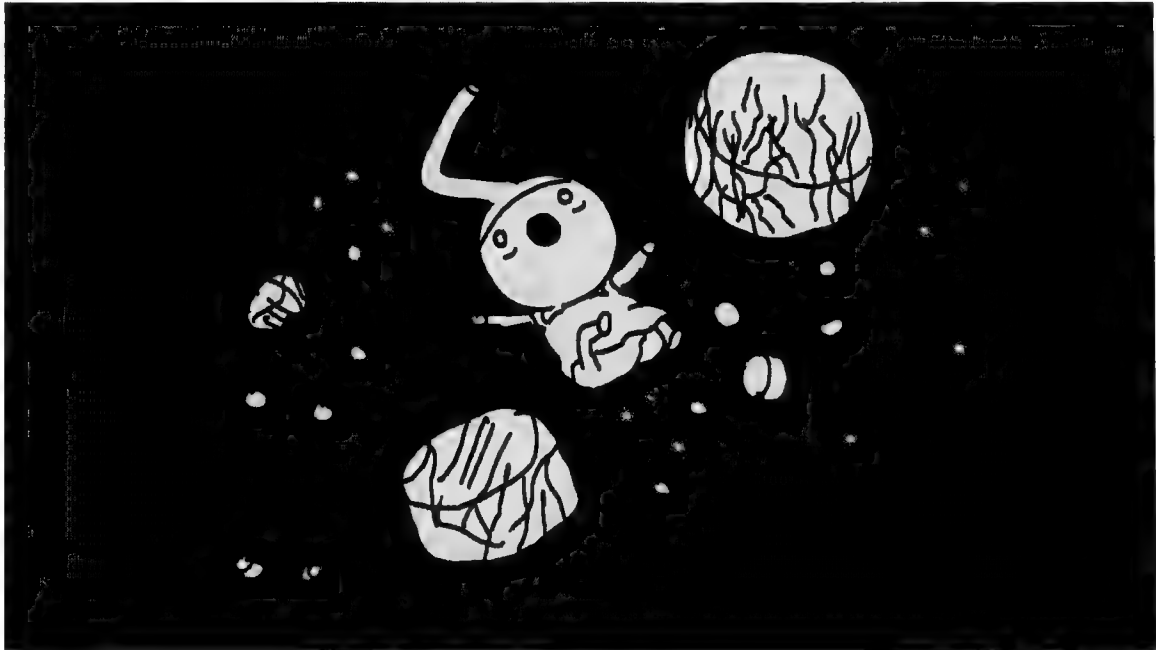
Dialog:
© = SCREAMING =
Action:
Timing:

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ADVENTURE TIME



Sc. 7 Pnl. B Bg. day night Sc. 7 Pnl. C Bg. day night

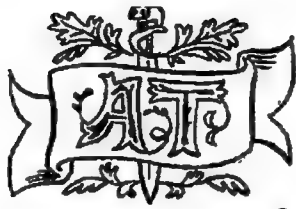


Dialog:
© = SCREAMING =
Action:
Timing:

Production : 1025-195 EPISODE #

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ADVENTURE TIME



Page 13

Sc. 7

Pnl. 0

Bg.

day night

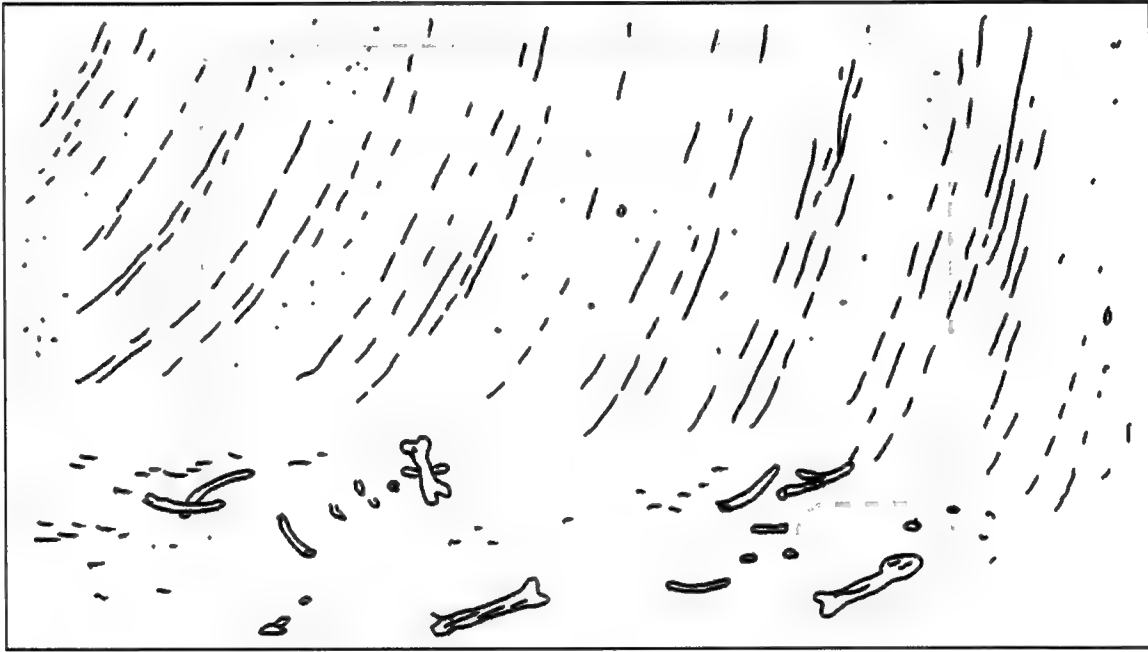


Sc. 8

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

1025-195

EPISODE #

Production :

ADVENTURE TIME



Sc. 8

Pnl. B

Bg.

day night

Sc. 8

Pnl. C

Bg.

day night

Dialog:

Action:

Timing:

ADVENTURE TIME



Sc. 8

Pnl. 7

Bg.

day night

Sc. 8

Pnl. E

Bg.

day night

Dialog:	Q BUT ... I'M A BABY!
Action:	GETS UP RUBS HEAD.
Timing:	

EPISODE # 1025-195
Production :

ADVENTURE TIME

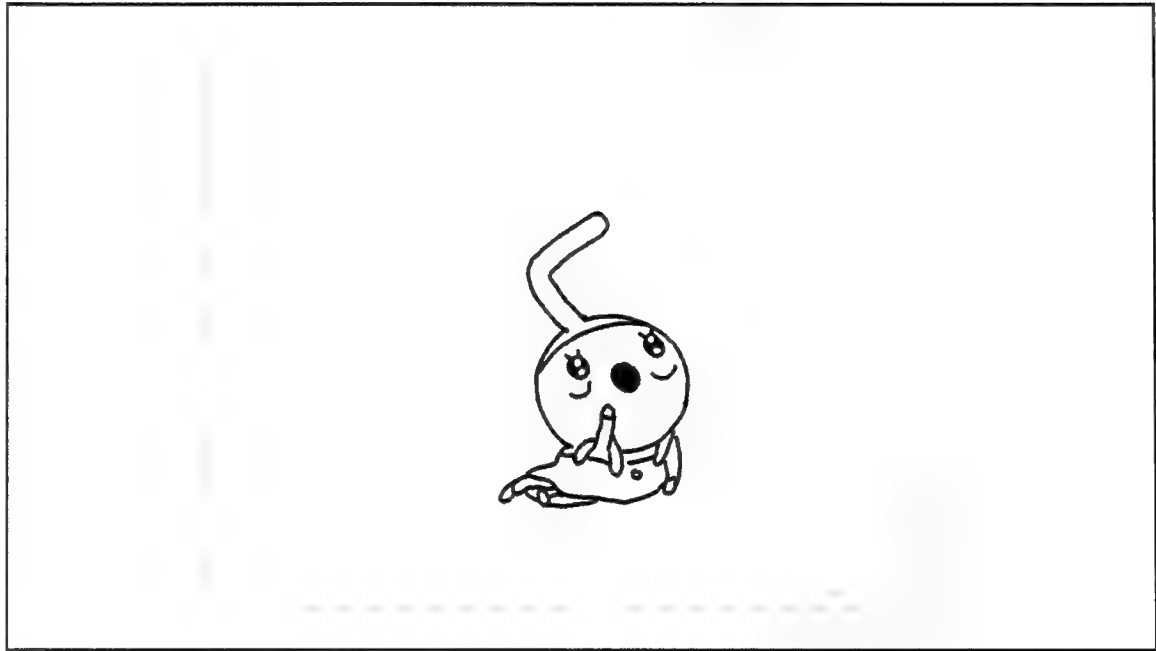


Sc. 8

Pnl. F

Bg.

day night

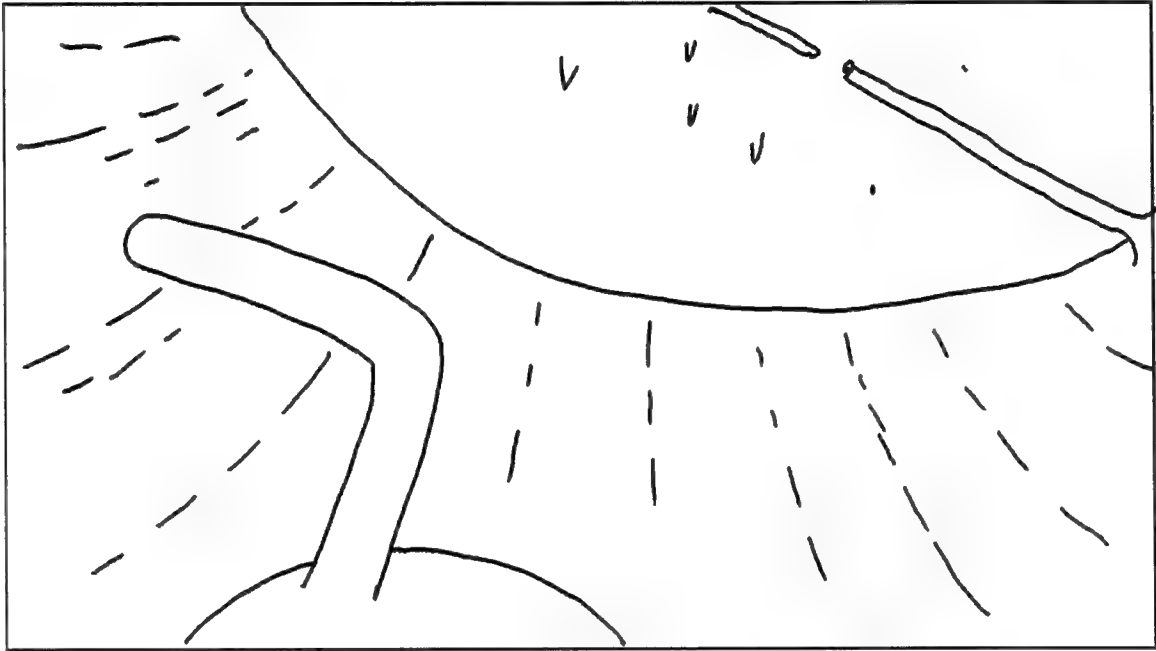


Sc. 9

Pnl. A

Bg.

day night



Dialog:

© TUBER?! SISTER
TUBER!?!

© (ECHO) BABLE BABLE B A B L E

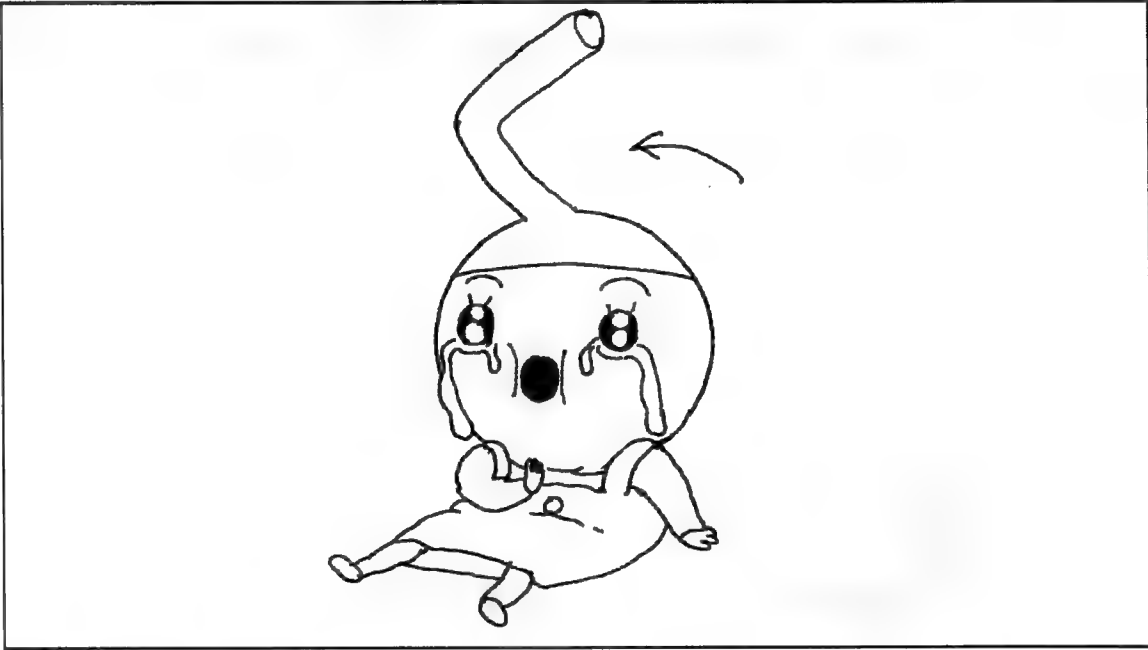
Action:


Timing:

ADVENTURE TIME



Sc. 16 Pnl. A Bg. day night Sc. 16 Pnl. B Bg. day night

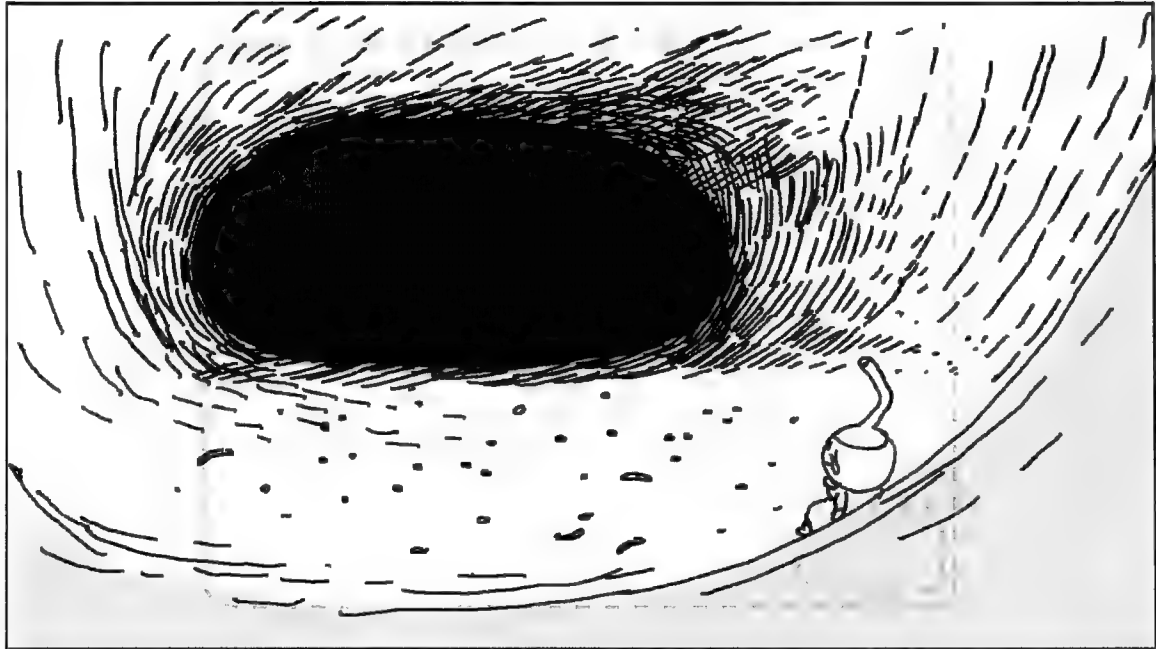


Dialog:		W. O. = GROWLING =	
Action:		STARTS CRYING	SHOCKED.
Timing:			

ADVENTURE TIME



Sc. 11 Pnl. A Bg. day night Sc. 12 Pnl. A Bg. day night



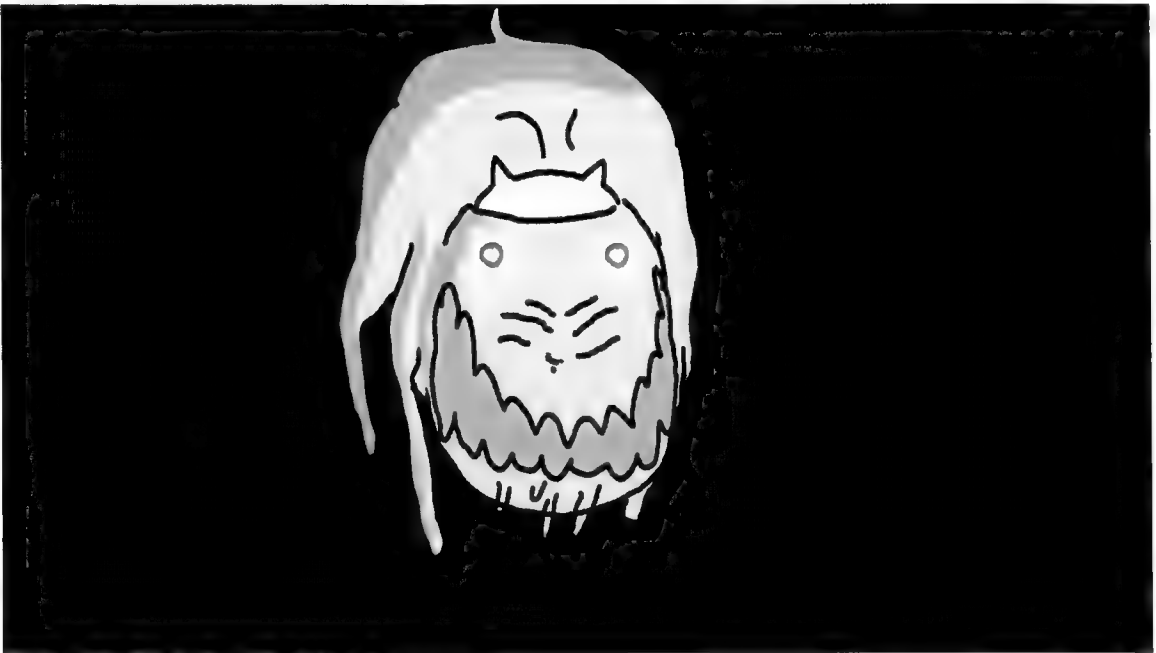
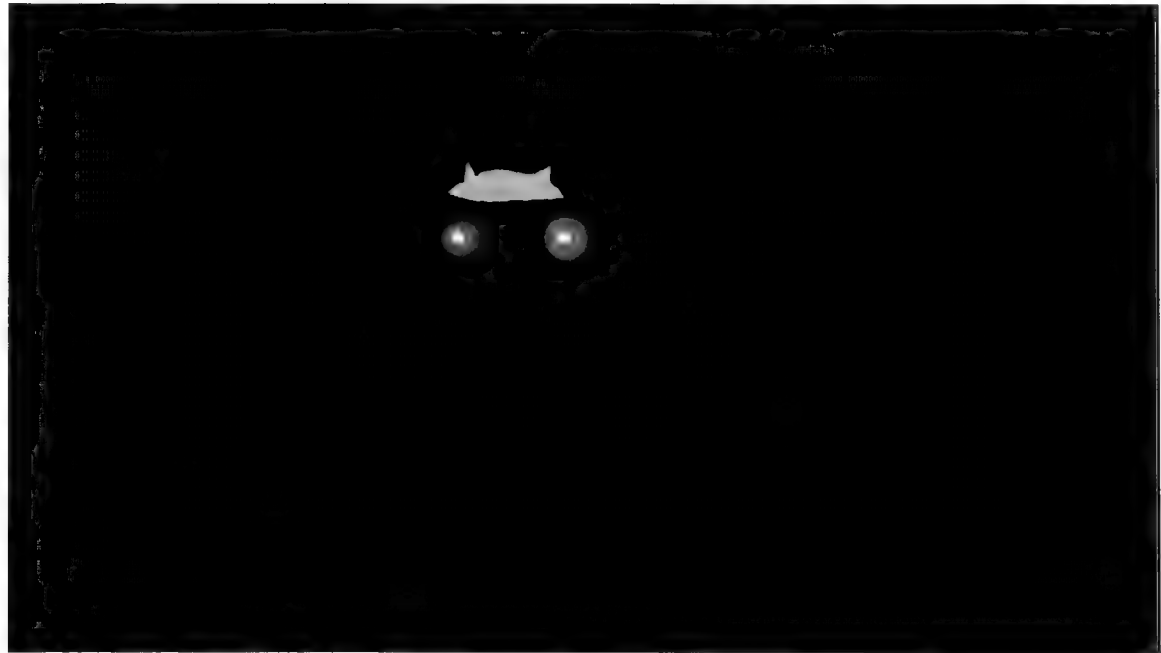
Dialog:	③ = GROWLING =
Action:	
Timing:	

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ADVENTURE TIME



Sc. 12 Pnl. B Bg. day night Sc. 12 Pnl. C Bg. day night

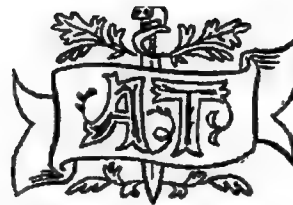


Dialog:	GRR R R R R R R R R
Action:	
Timing:	

1025-195
EPISODE #
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ADVENTURE TIME



Page 20

Sc. 12

Pnl. D

Bg.

day night

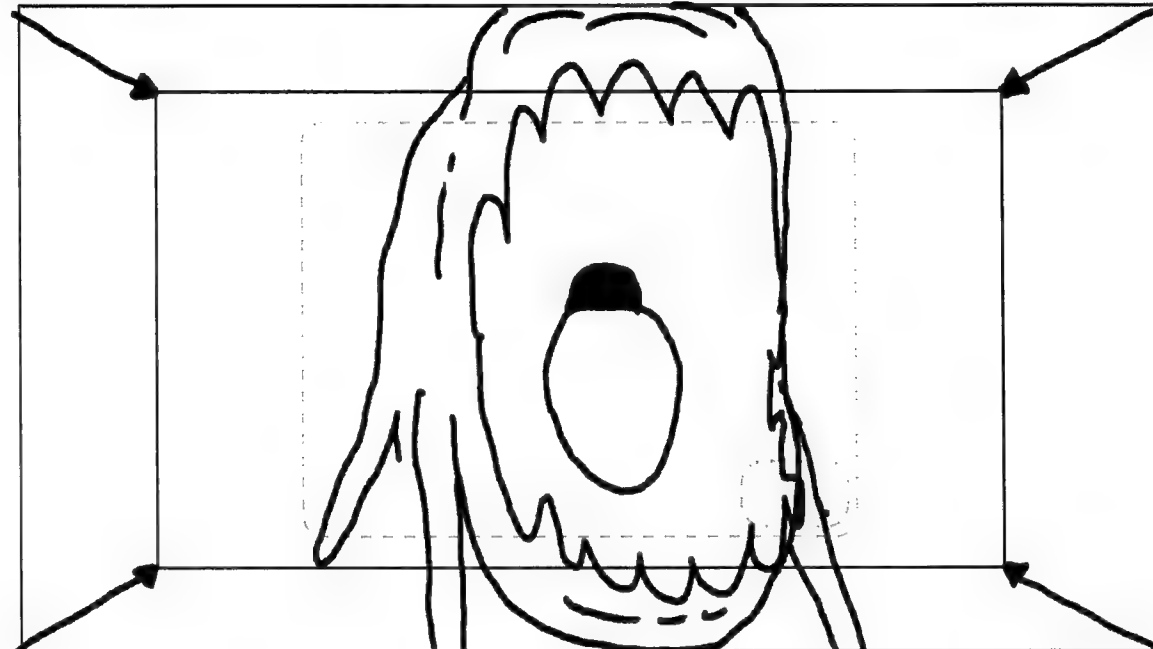


Sc. 12

Pnl. E

Bg.

day night



Dialog:

RUFF!

Action:

WIGGLES ITS RUMP,
LIKE A POUNCING CAT.

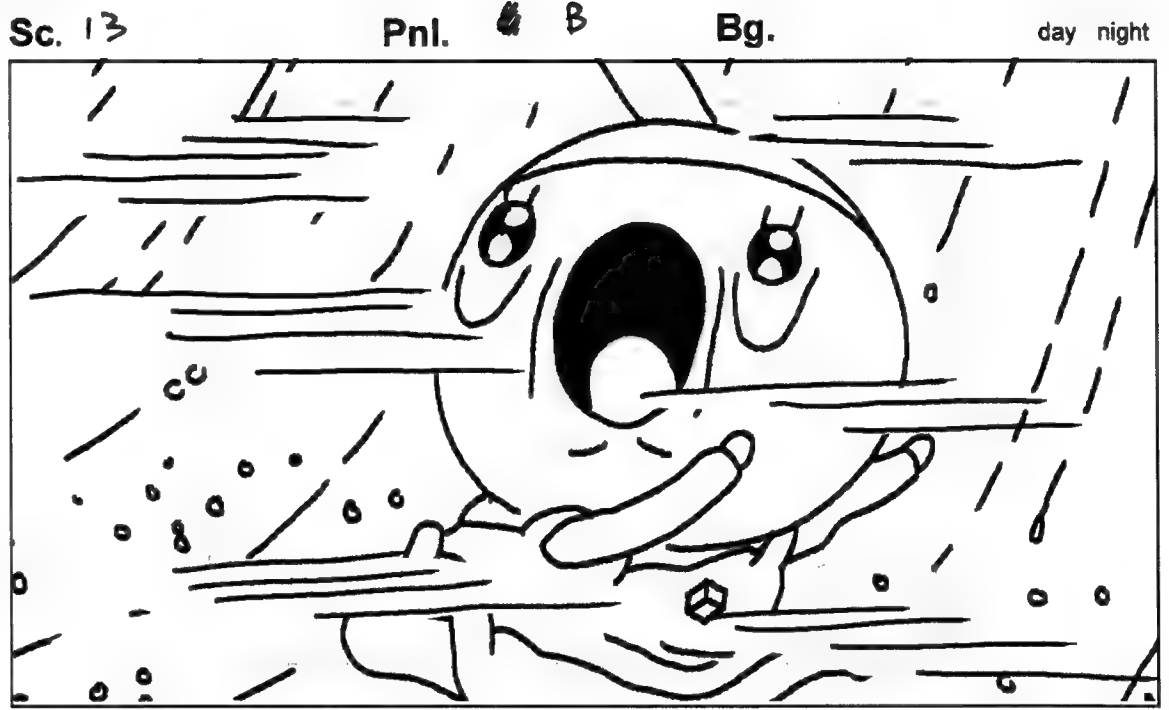
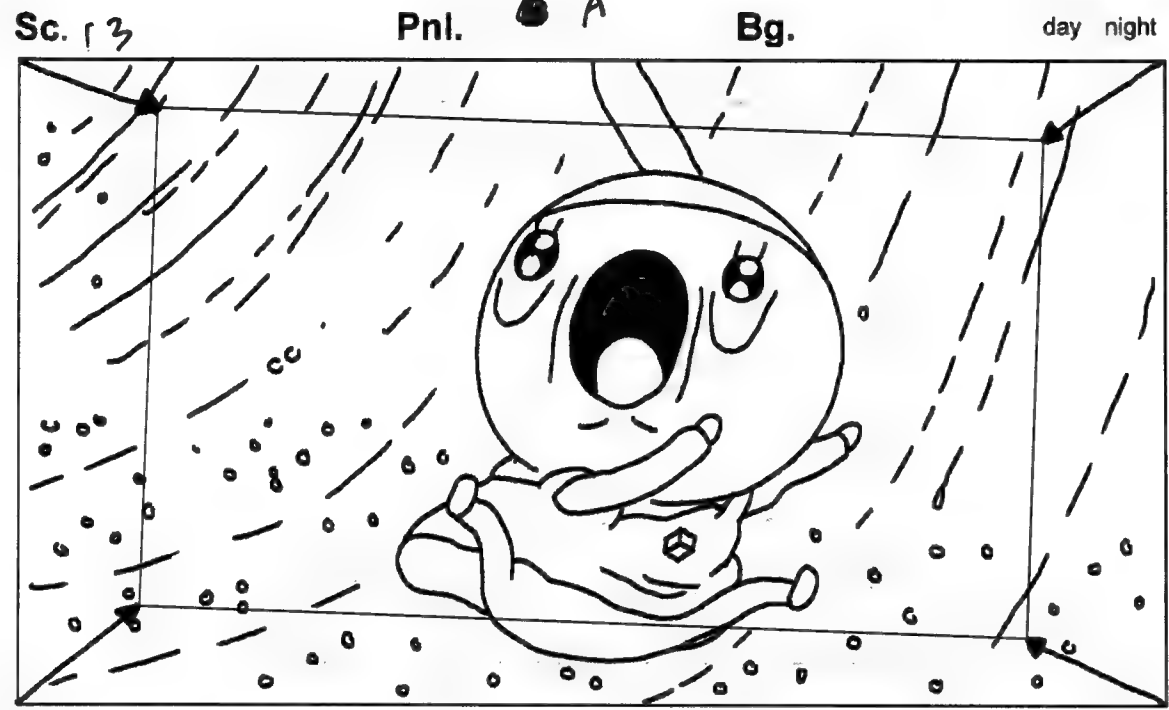
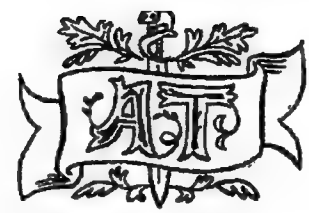
Timing:

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ADVENTURE TIME



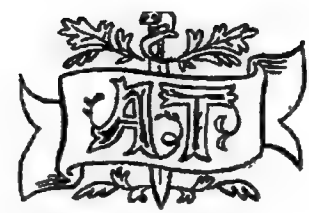
Dialog:
Action:
Timing:

PAUSED MID-ZOOM

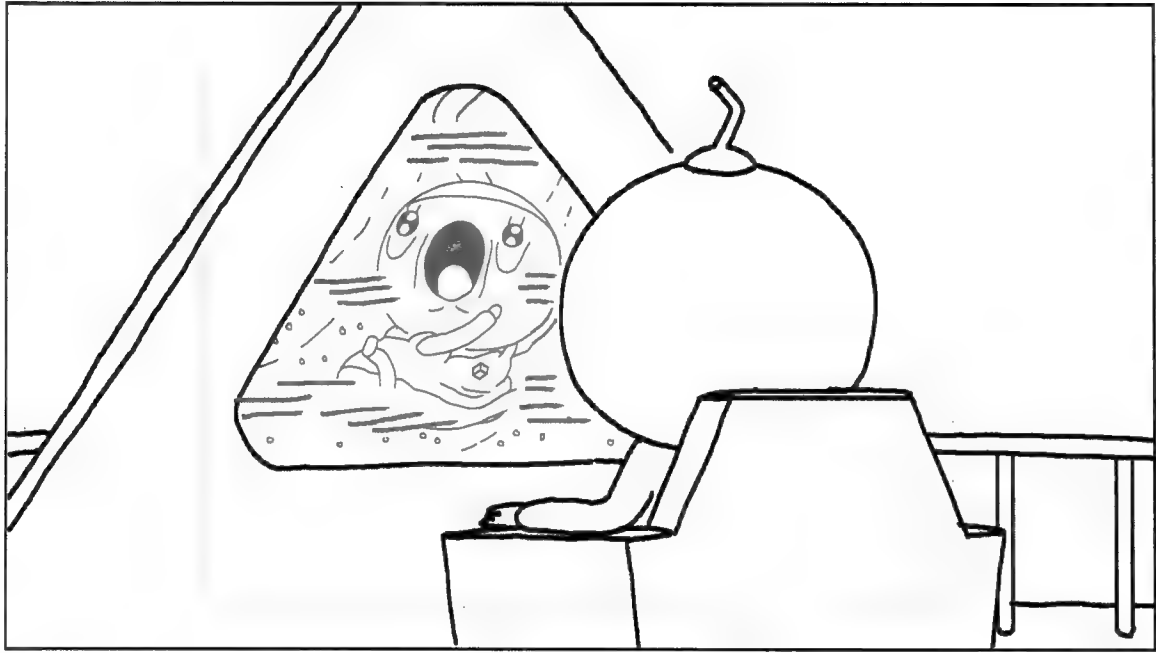
Production :
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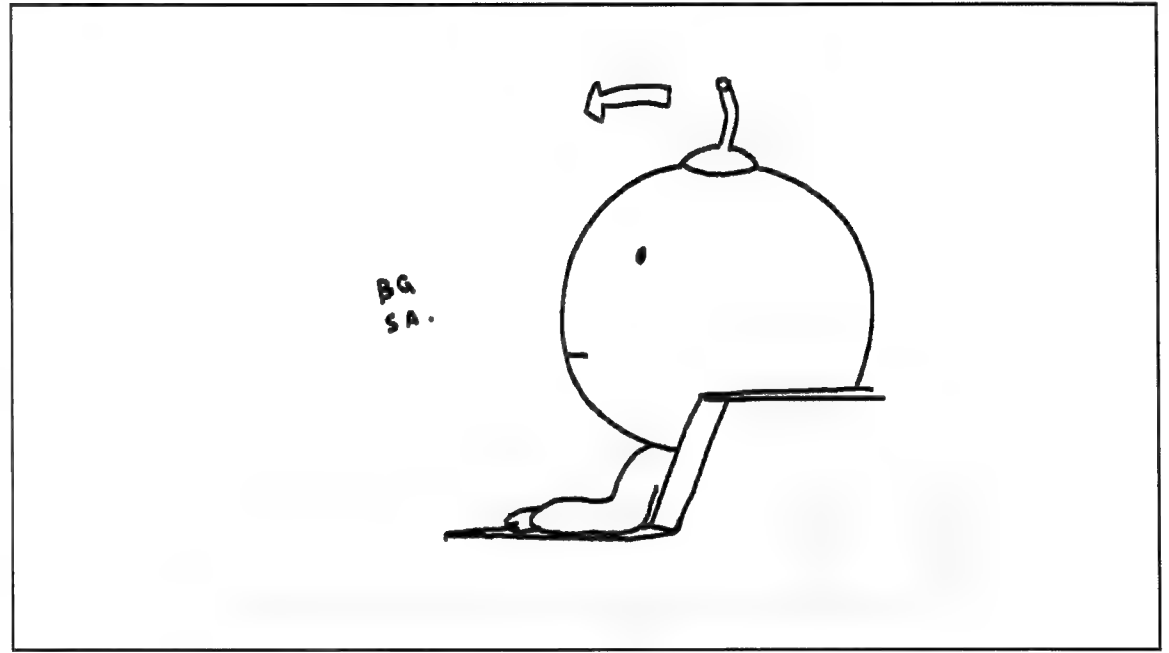
ADVENTURE TIME



Sc. 14 Pnl. A Bg. day night



Sc. 14 Pnl. B Bg. day night



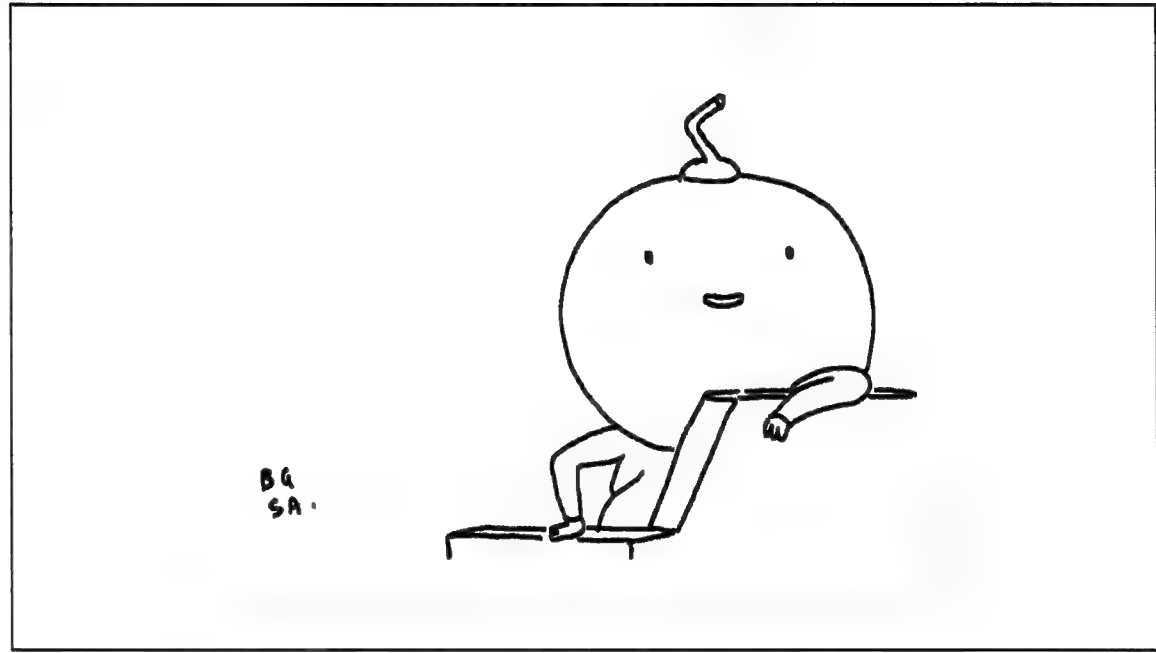
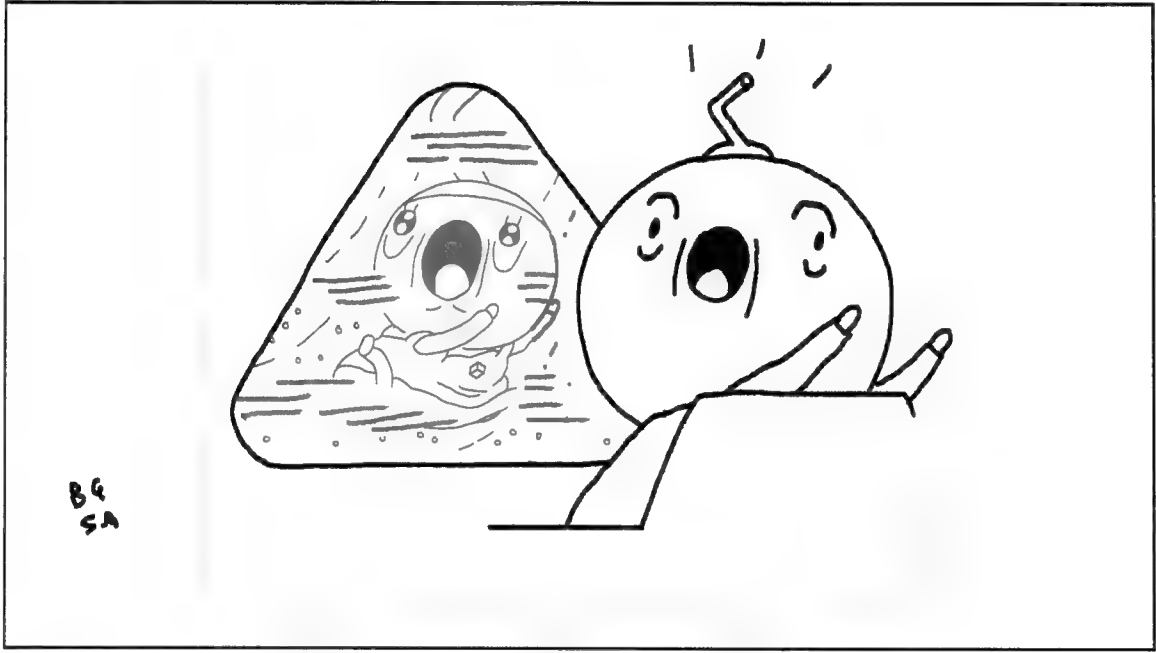
Dialog:	<p>©/ HM?</p> <p>↑</p> <p>SMALL</p>
Action:	
Timing:	

Production : EPISODE # 1025-195

ADVENTURE TIME



Sc. 14 Pnl. C Bg. day night Sc. 14 Pnl. D Bg. day night

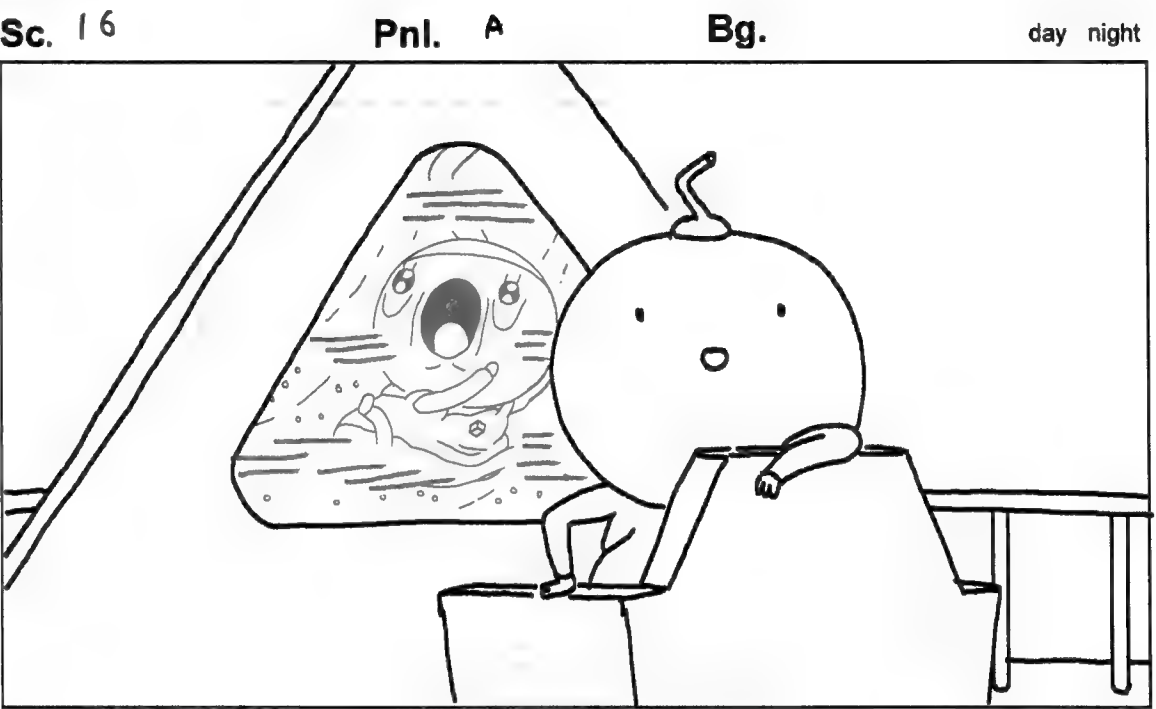
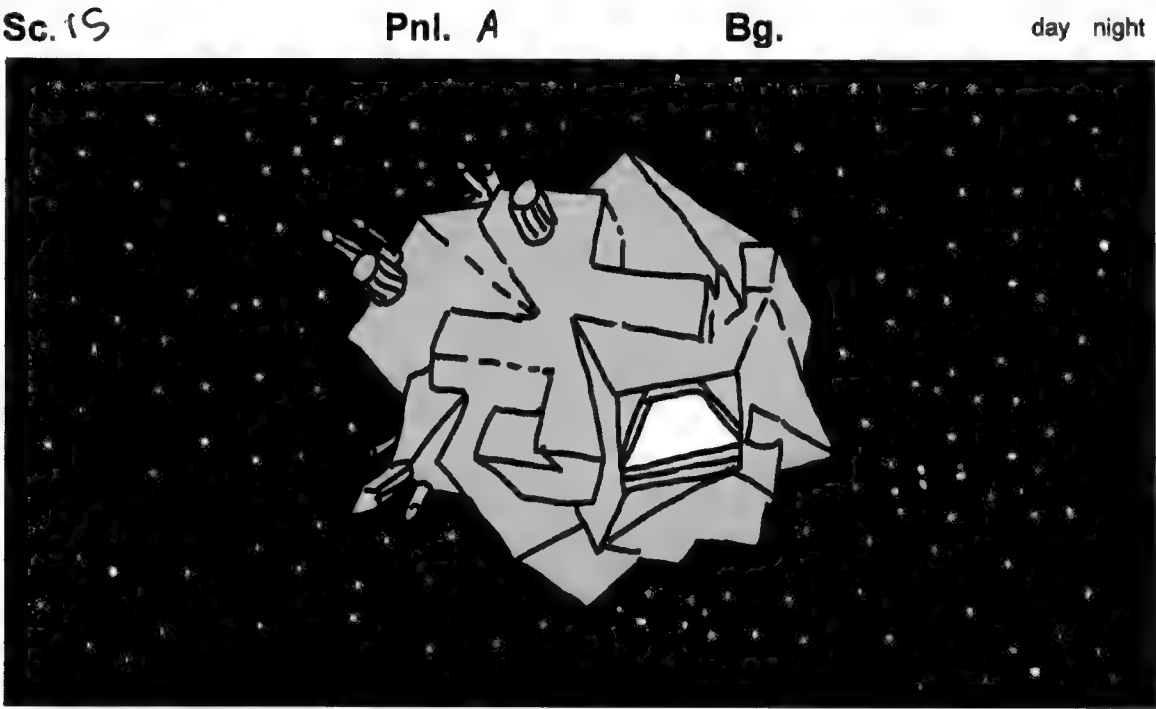


Dialog:	© A A A A !!!	© OH ! YOU SURPRISED YOUR OLD PAL CUBER. ABOARD ...
Action:	POSE MATCHES BABY CUBER.	
Timing:		

1025-195
EPISODE #
Production :

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ADVENTURE TIME



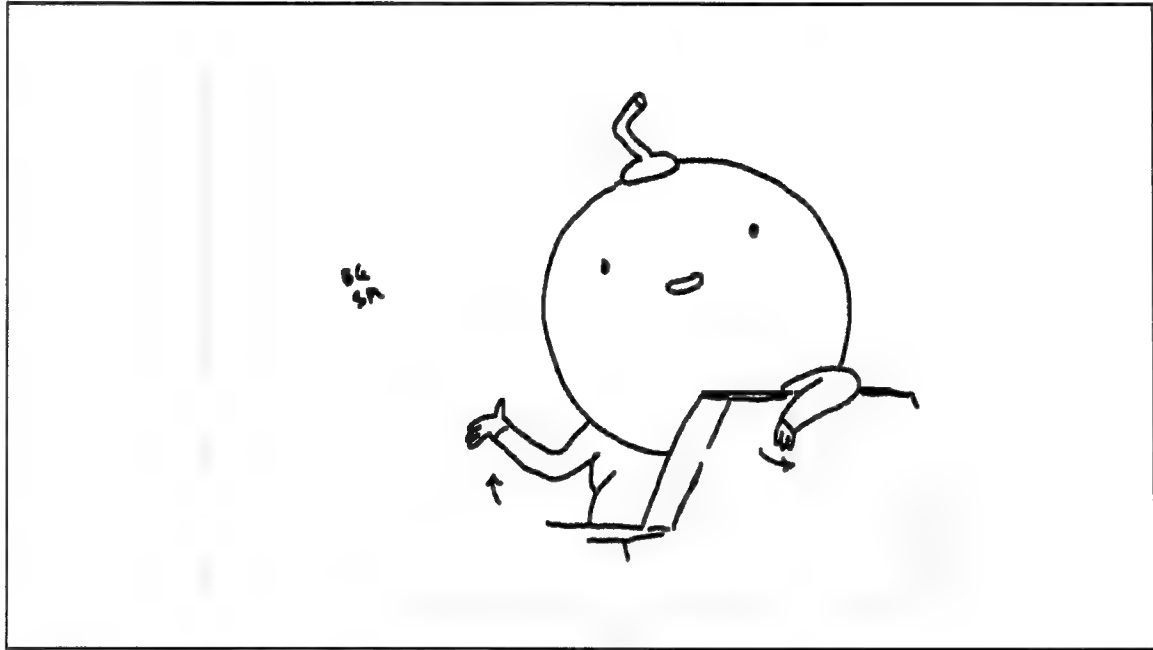
Dialog:	HIS <u>SPACE</u> <u>SHIP</u> . O H,
Action:	
Timing:	

EPISODE # 1025-196 Production :

ADVENTURE TIME



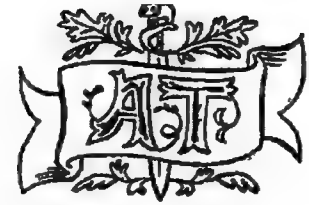
Sc. 16 Pnl. B Bg. day night Sc. 17 Pnl. A Bg. day night



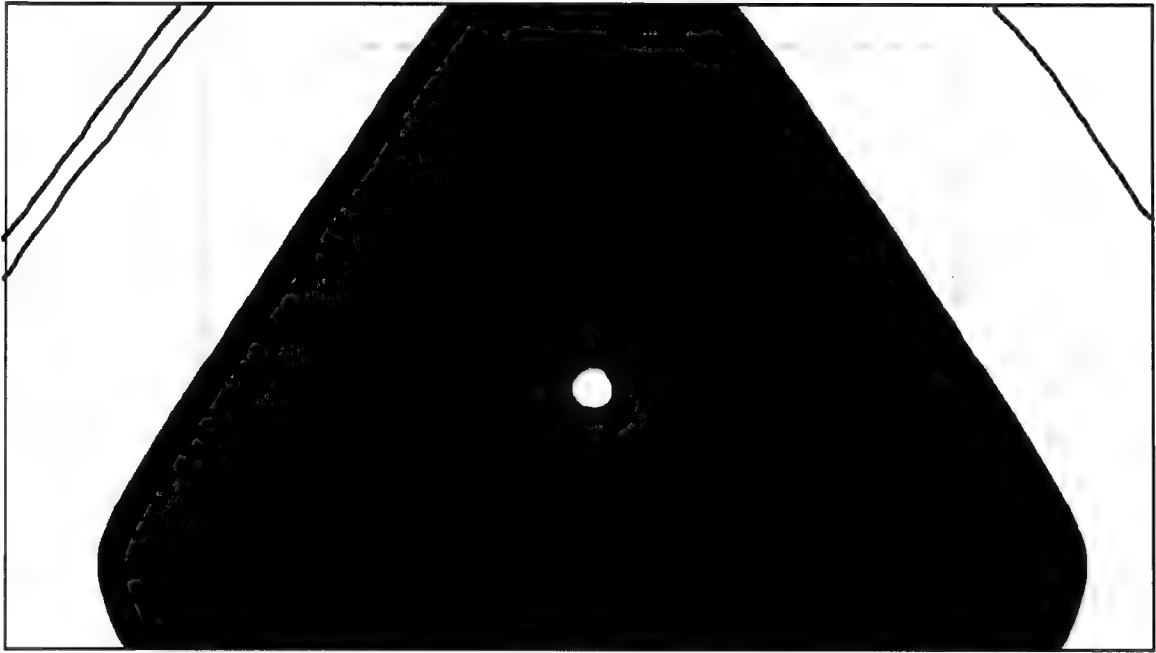
Dialog:	© (CONT.) THIS OLD GRAYBLE?	© IT'S JUST SENTIMENTAL BLABLING.
Action:	IMPORTANT LINE.	
Timing:		

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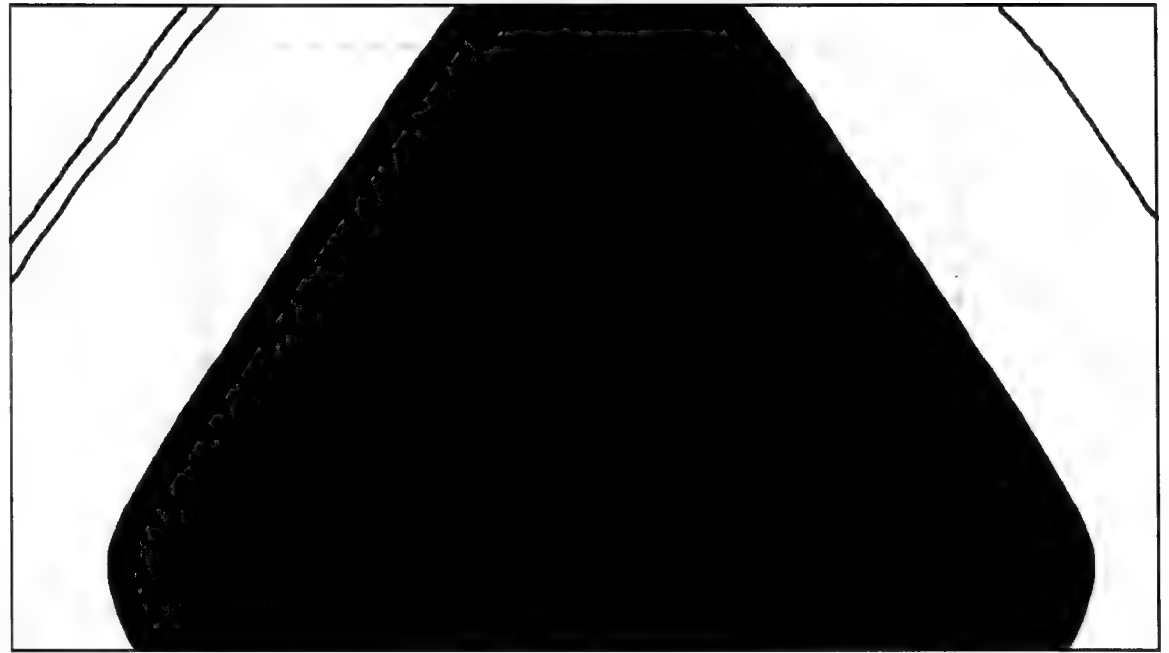
ADVENTURE TIME



Sc. 17 Pnl. B Bg. day night



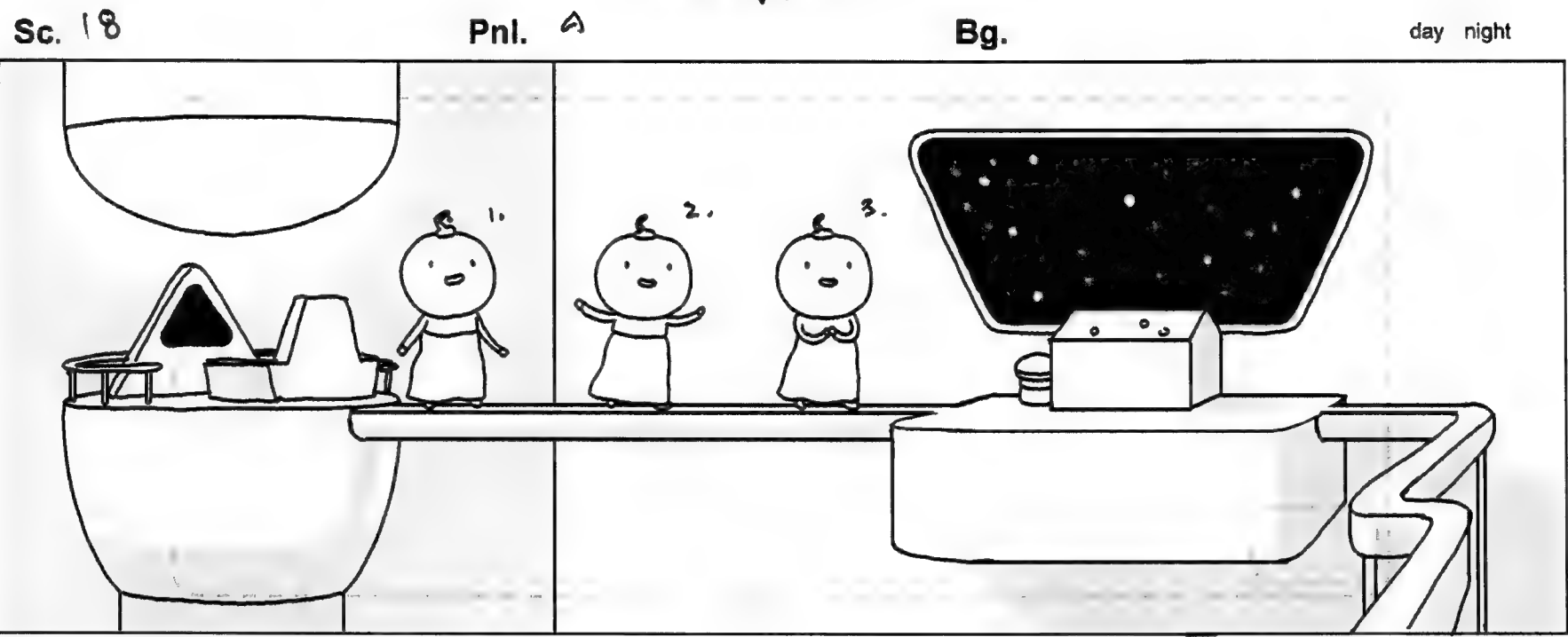
Sc. 17 Pnl. C Bg. day night



Dialog:
<p>(SFX) = CLICK =</p>
Action:
Timing:

EPISODE # 1025-199
Production :

ADVENTURE TIME

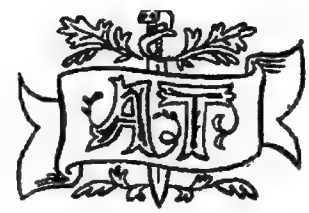


Dialog:	①	②	③
Q	YOU	KNOW, THE <u>PRESENT</u>	CAN BE FAR MORE INTERESTING THAN THE PAST.
Action:			
Timing:			

EPISODE # 1025-195
Production :

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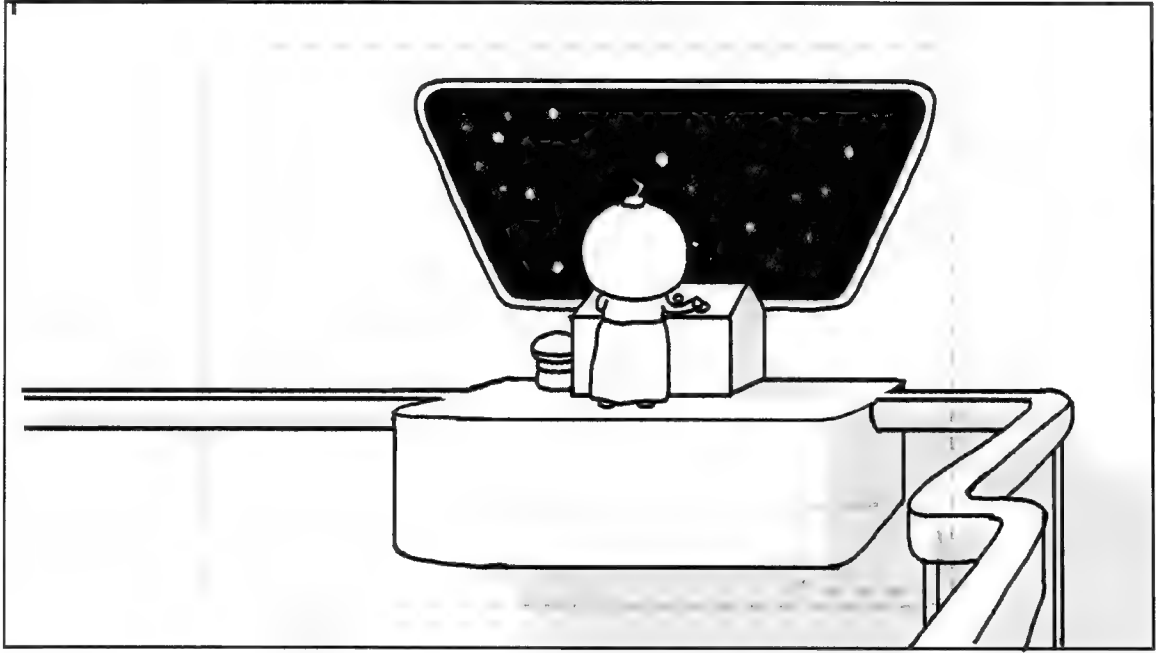


Sc. 18

Pnl. B

Bg.

day night

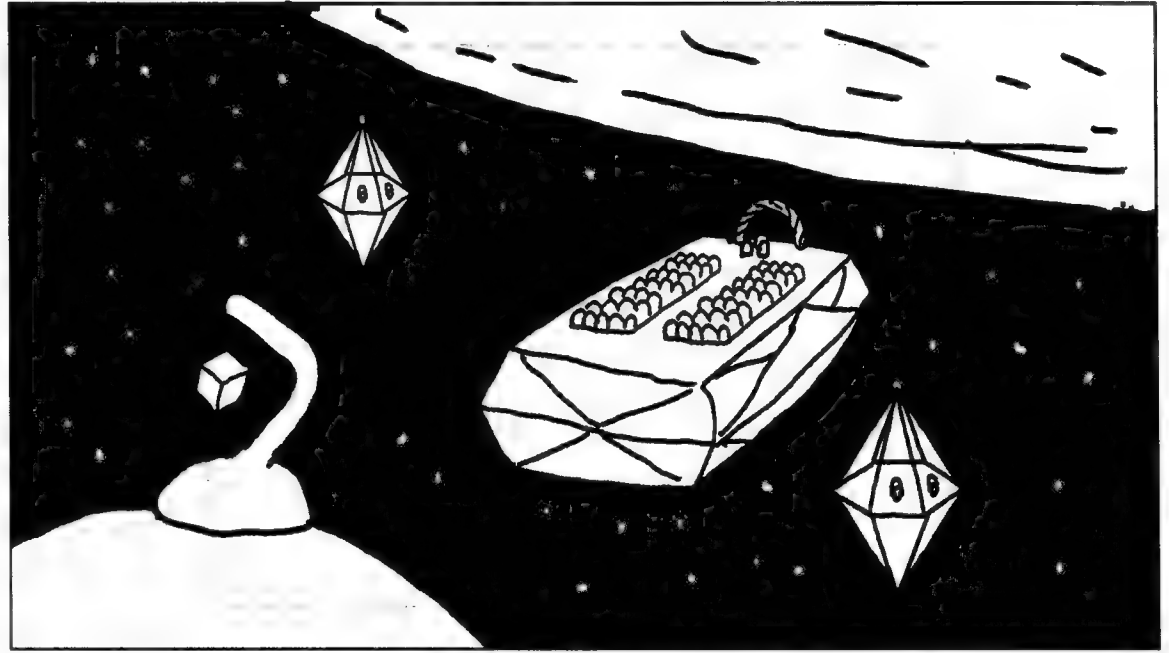


Sc. 19

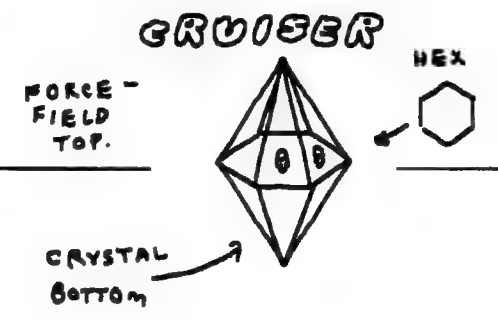
Pnl. A

Bg.

day night



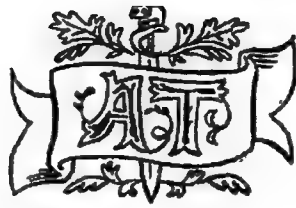
Dialog:	© LET'S SEE ... OH!	© IT'S A <u>SPACE</u> WEDDING.
Action:		
Timing:		



EPISODE # 1025-195

Production :

ADVENTURE TIME



Sc. 20	Pnl. A	Bg.	day night	Sc. 21	Pnl. A	Bg.	day night

Dialog:
© IT'S FAR AWAY THOUGH. LET'S GO IN FOR A CLOSER LOOK.
Action:
Timing:

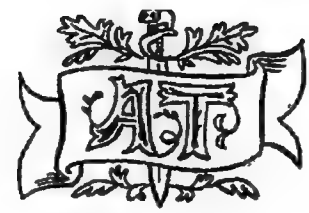
1025-195

EPISODE #

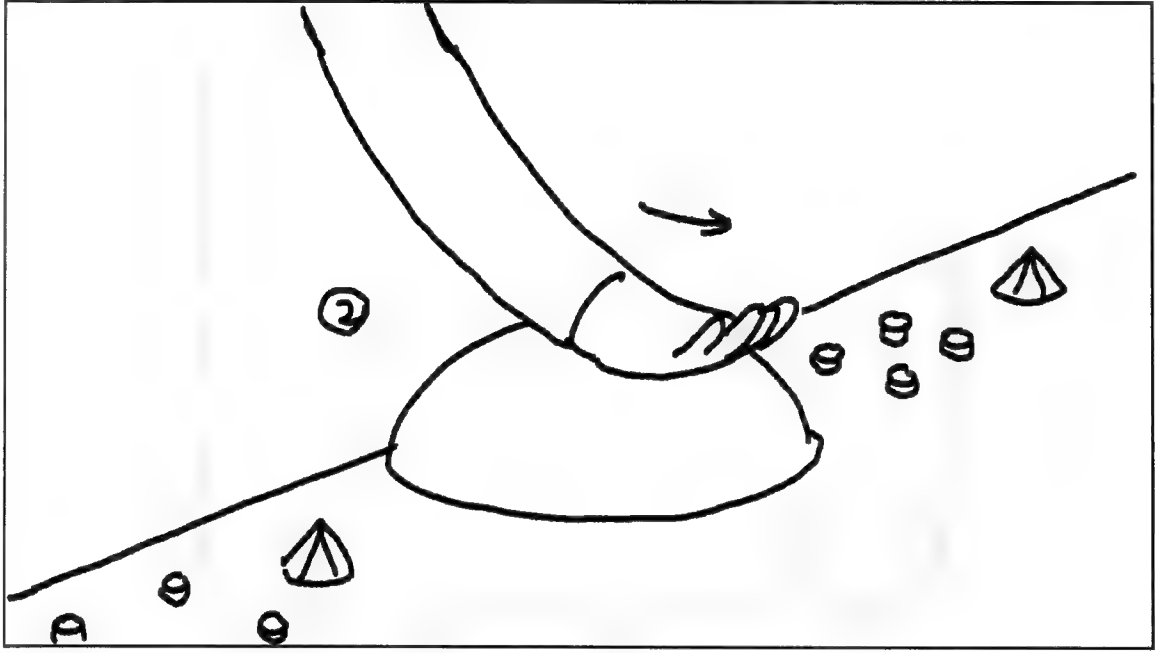
Production :

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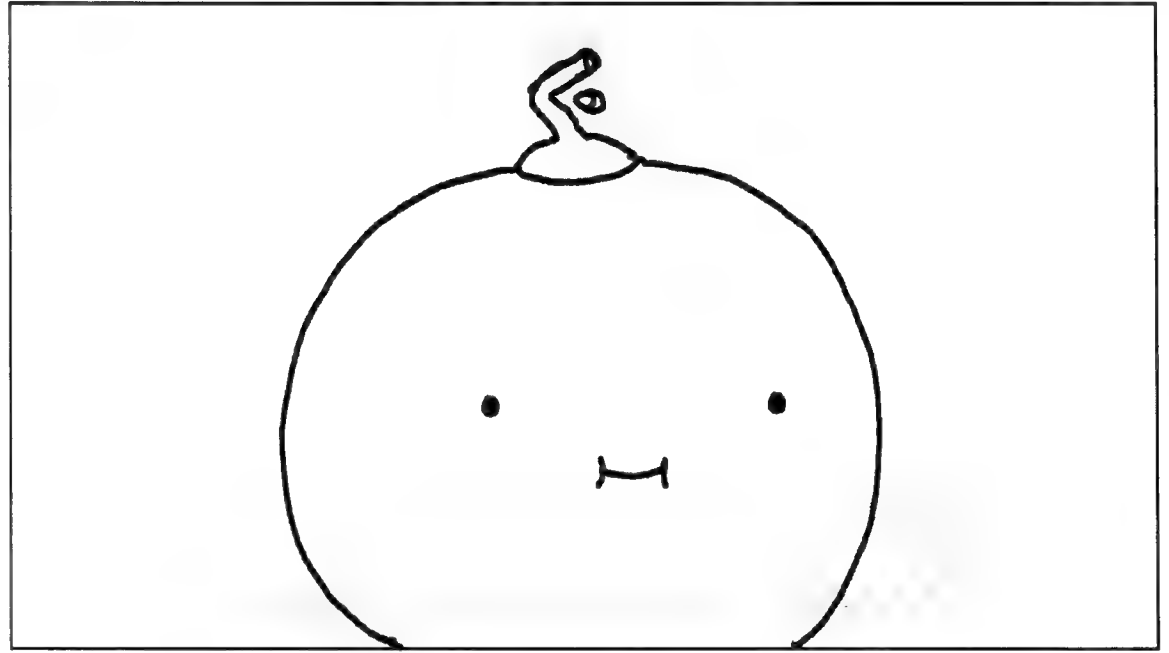
ADVENTURE TIME



Sc. 21 Pnl. B Bg. day night



Sc. 22 Pnl. A Bg. day night

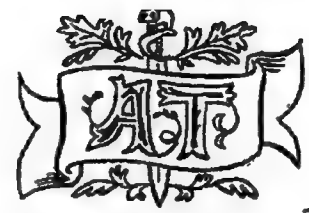


Dialog:	<p>(C) ... EASY. (SFX) (ENGINE REVVS)</p> <p>(SFX) == LOUD ENGINE NOISES ==</p>
Action:	
Timing:	

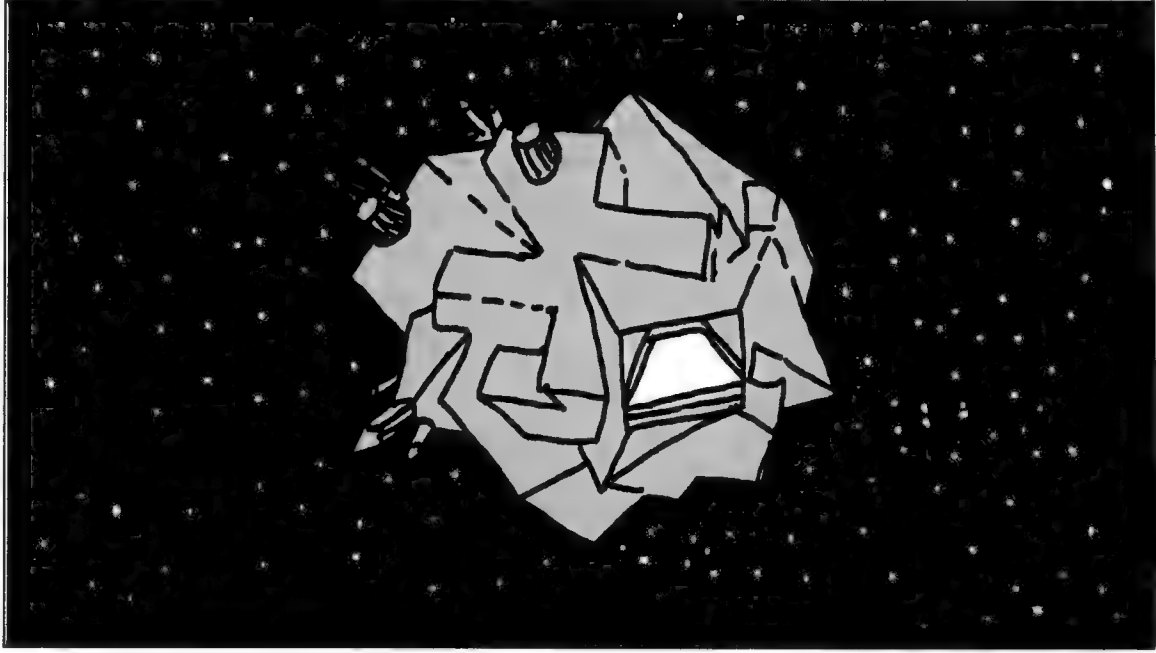
EPISODE # 1025-1as
Production :

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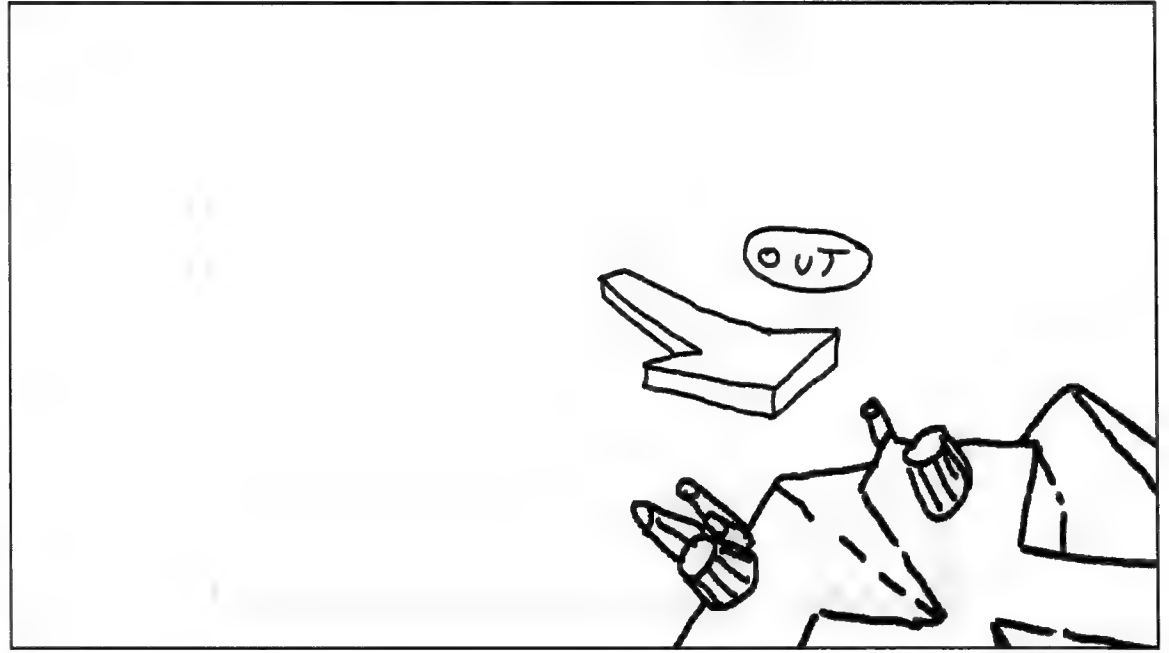
ADVENTURE TIME



Sc. 23 Pnl. A Bg. day night



Sc. 23 Pnl. B Bg. day night

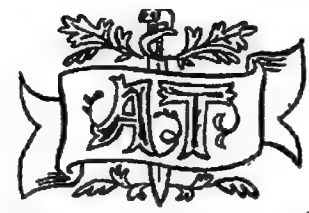


Dialog:
<p>(SEX) == LOUD ENGINE NOISES ==</p>
Action:
Timing:

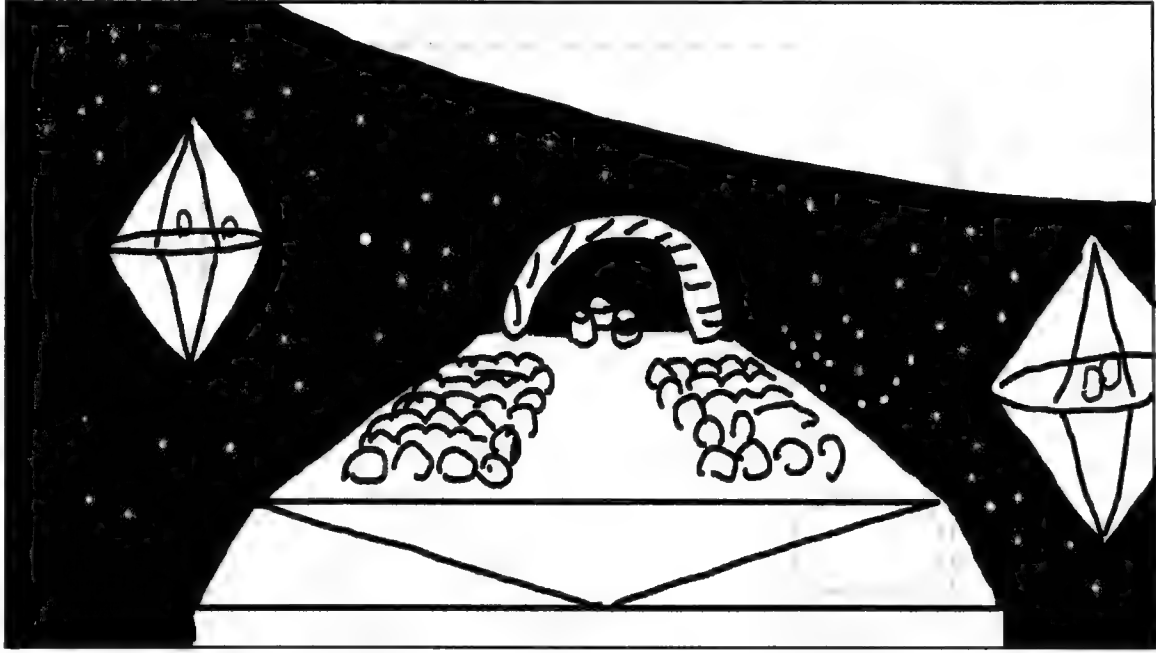
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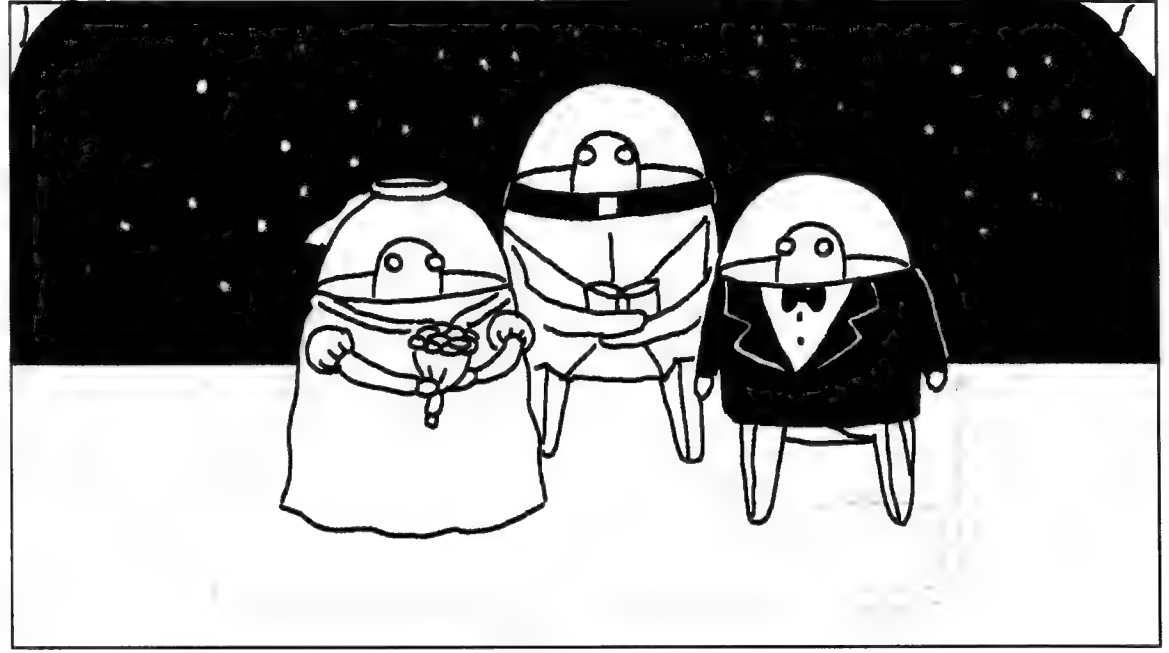
ADVENTURE TIME



Sc. 24 Pnl. A Bg. day night



Sc. 24 Pnl. B Bg. day night



Dialog:

(SFX) VRRRRRR!!!

Action:

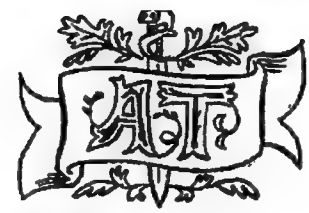
ZOOM IN REAL FAST.

Timing:

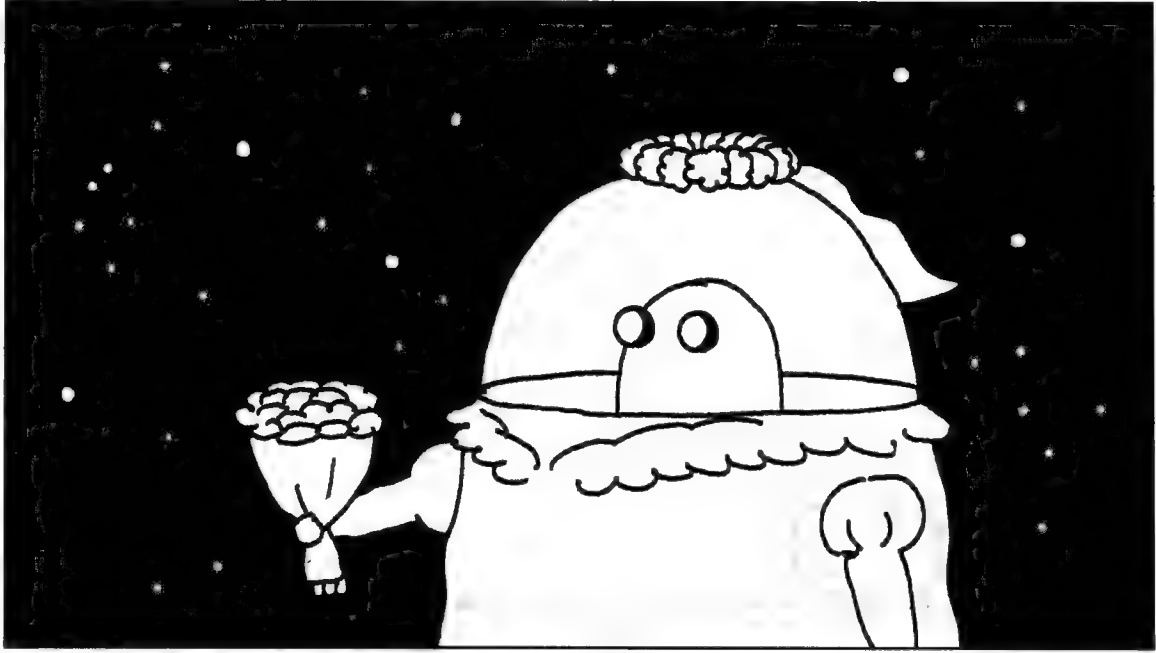
① ②

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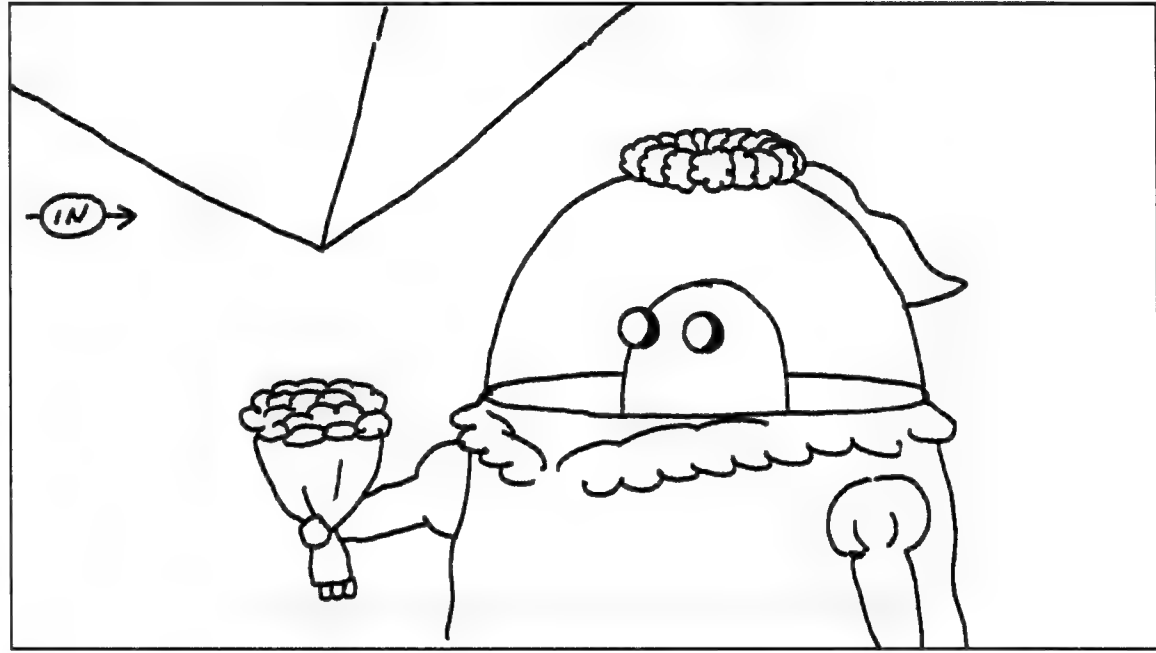
ADVENTURE TIME



Sc. 25 Pnl. A Bg. day night



Sc. 25 Pnl. B Bg. day night

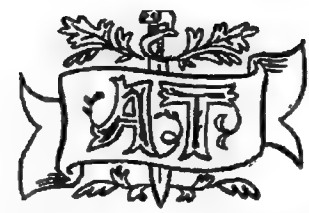


Dialog:
Action:
Timing:

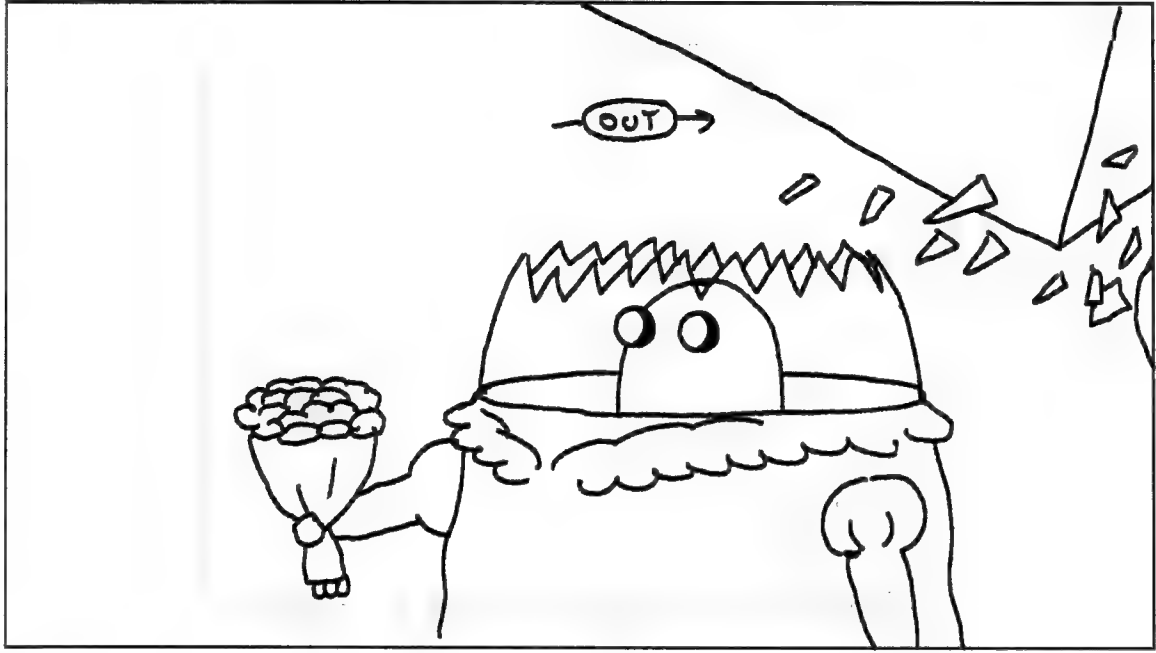
EPISODE # 1025-195
Production :

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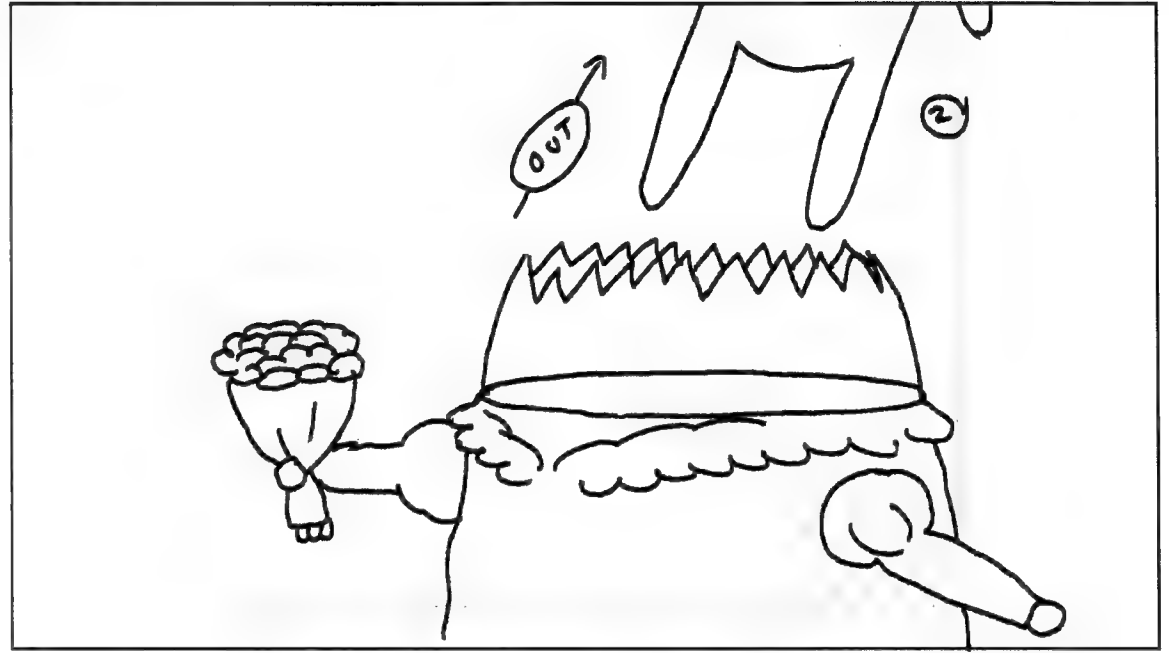
ADVENTURE TIME



Sc. ~~116~~ 25 Pnl. C Bg. day night



Sc. ~~26~~ 25 Pnl. D Bg. day night



Dialog:

Action:

Timing:

(SFX) **SHUP**

SUCKED OUT FAST

PASSING POSE. ALL SKIN ONE COLOUR

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ADVENTURE TIME

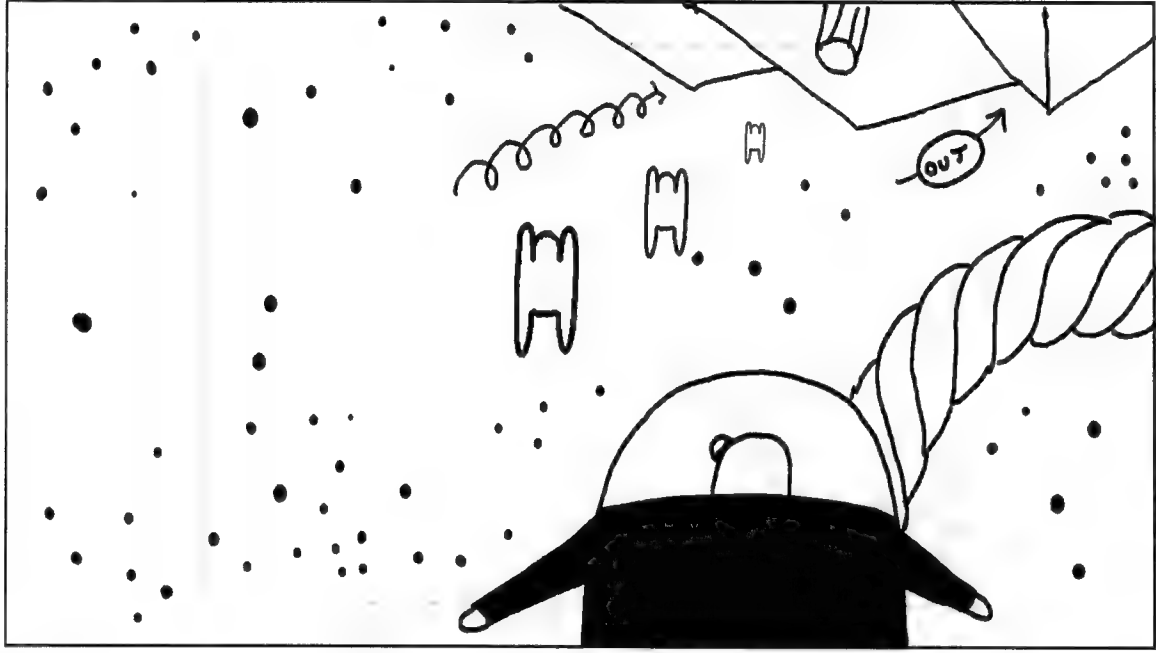


Sc. 26

Pnl. A

Bg.

day night



Sc. 26

Pnl. B

Bg.

day night



Dialog:

Action: (A) [drawing of a hand] (B) [drawing of a hand] (C) [drawing of a hand] (D) [drawing of a hand] SPIN OUT CYCLE

NAKED BRIDE SPINS OFF INTO SPACE

Timing: - SHIP LEAVES FRAME

1025-19S

EPISODE #

Production :

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ADVENTURE TIME



Sc. 27

Pnl. A

Bg.

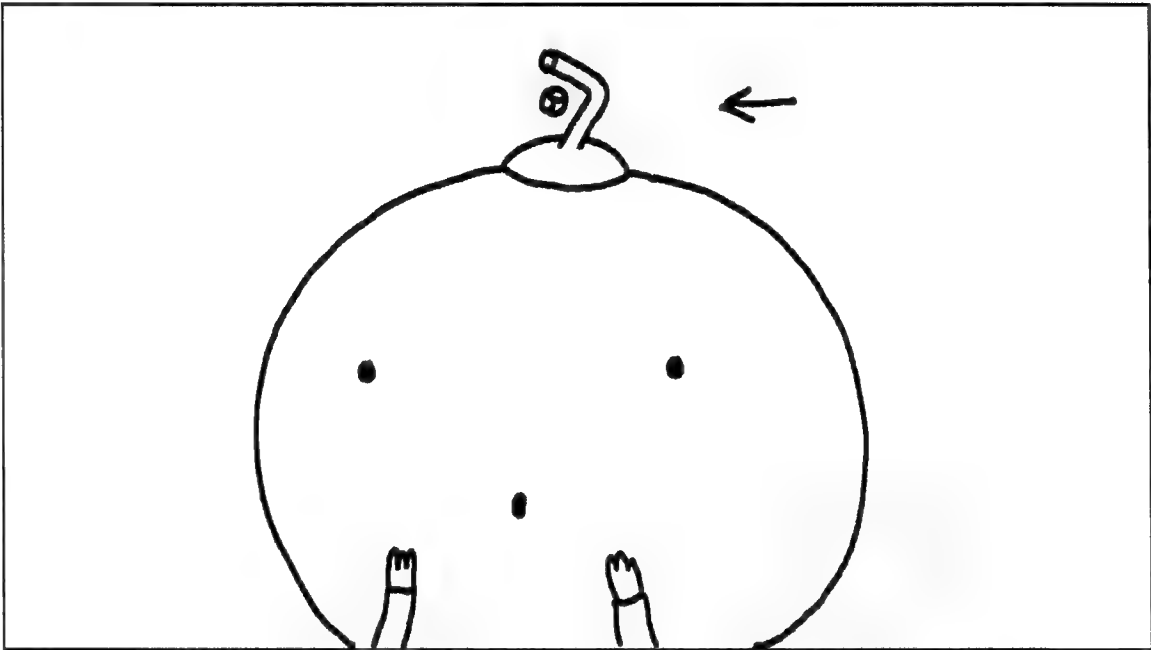
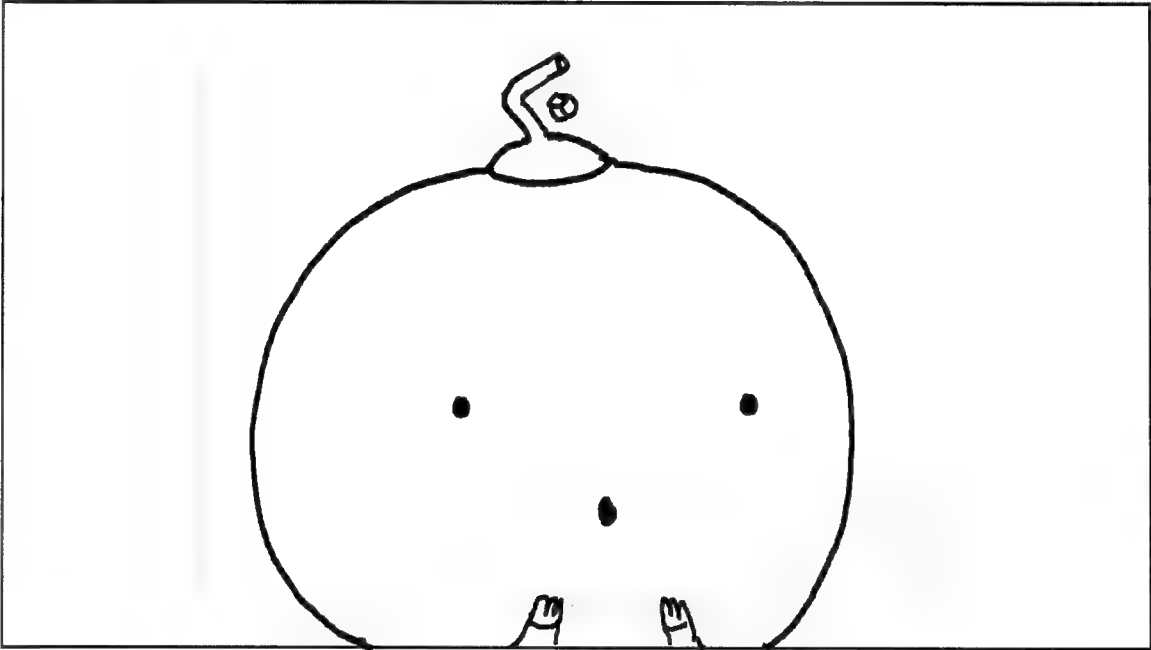
day night

Sc. 27

Pnl. B

Bg.

day night



Dialog:
Action: <div>S. P. HEAD WHIPS AROUND</div>
Timing:

1025-195
EPISODE #
Production :

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ADVENTURE TIME



Sc. 28 Pnl. A Bg. day night

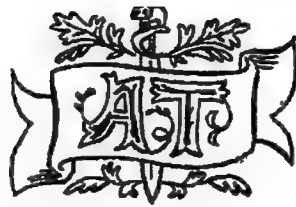
Sc. 28 Pnl. B Bg. day night

Dialog:	<p>GROOM / < AVENGE MY BRIDE ></p>
Action:	<p>== GROUND PLAIN PIVOTTING UP. ==</p>
Timing:	

EPISODE # 1025-195
Production :

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ADVENTURE TIME

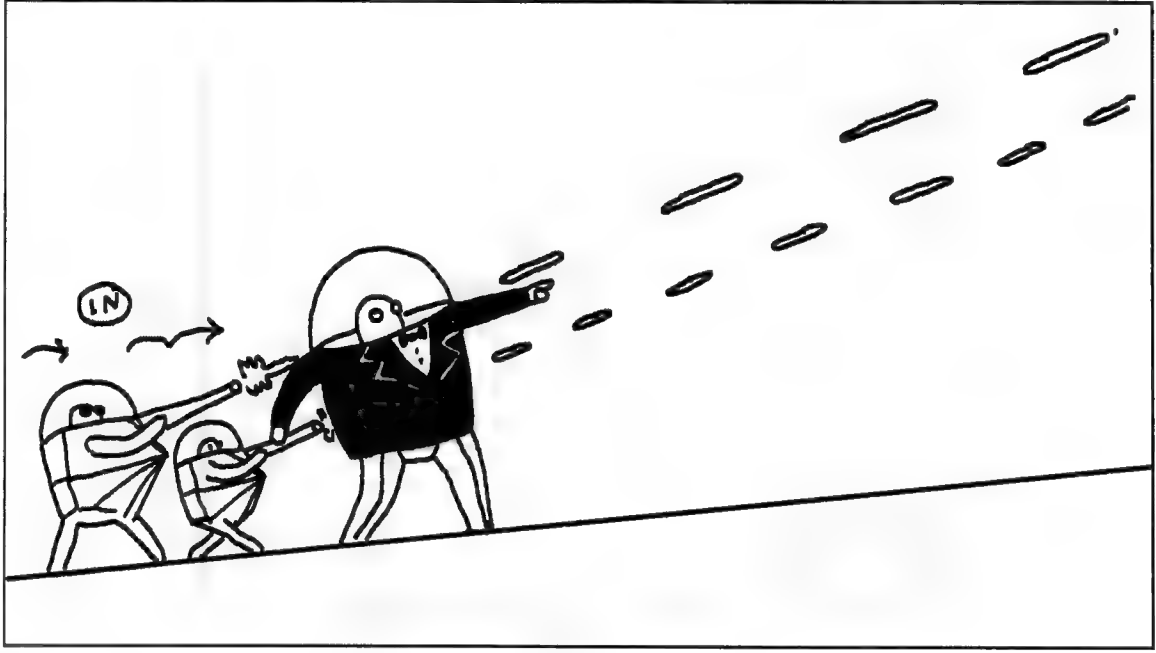


Sc. 28

Pnl. C

Bg.

day night

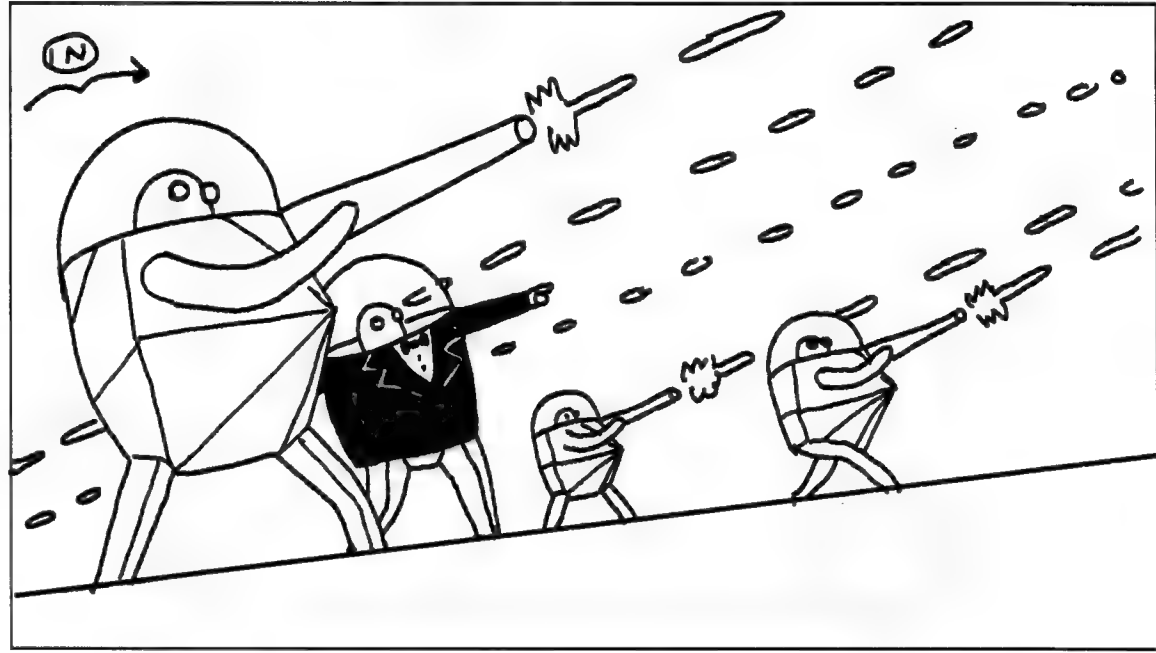


Sc. 28

Pnl. D

Bg.

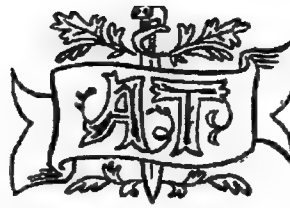
day night



Dialog:
<div>(SFX) PEW PEW PEW PEW PEW PEW PEW PEW PEW PEW PEW</div>
Action:
Timing:

EPISODE # 1025-19S
Production :

ADVENTURE TIME



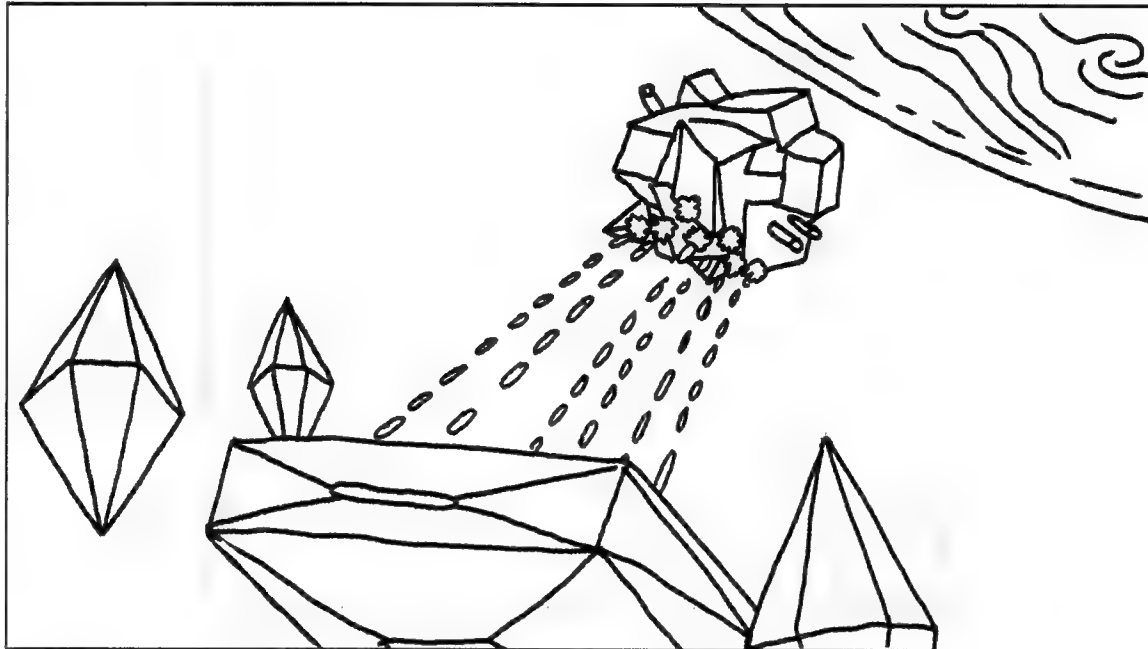
Page 39

Sc. 29

Pnl. A

Bg.

day **night**

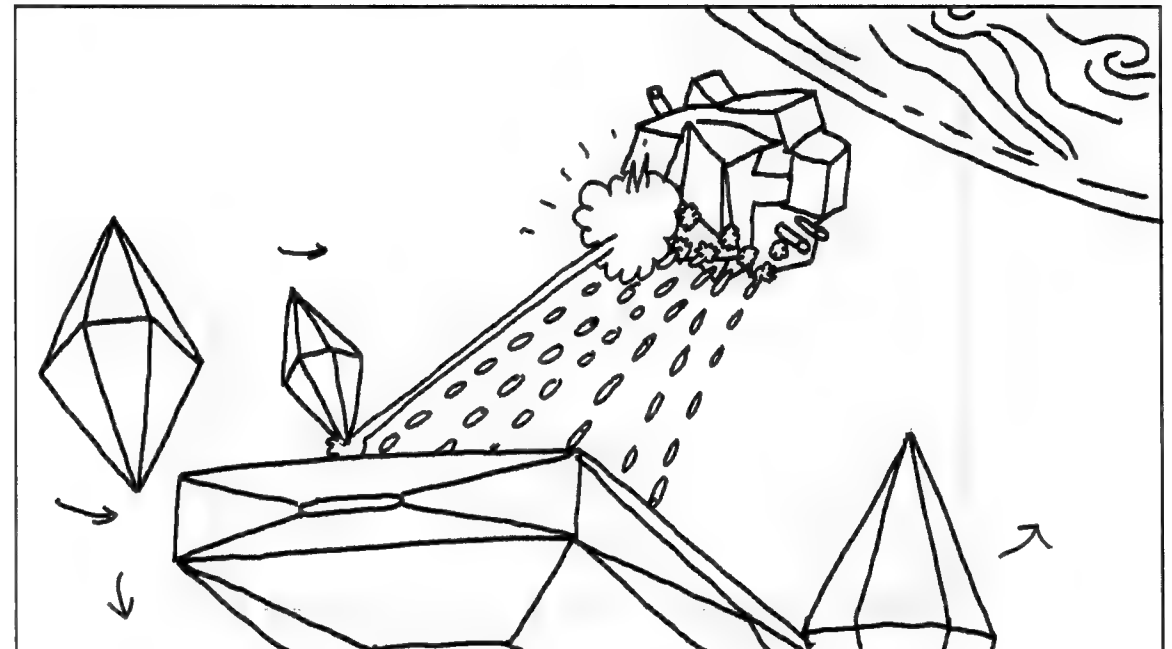


Sc. 29

Pnl. B

Bg.

day night



Dialog:

SMALL GUNS

PEW

PEW

PEW

9 EW

P E W

PEW

 $p \in W$

PEW

PEW

CRUISER
CANNON

PSHOW!

Action:

Timing:

1025-195

EPISODE #

Production :

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ADVENTURE TIME

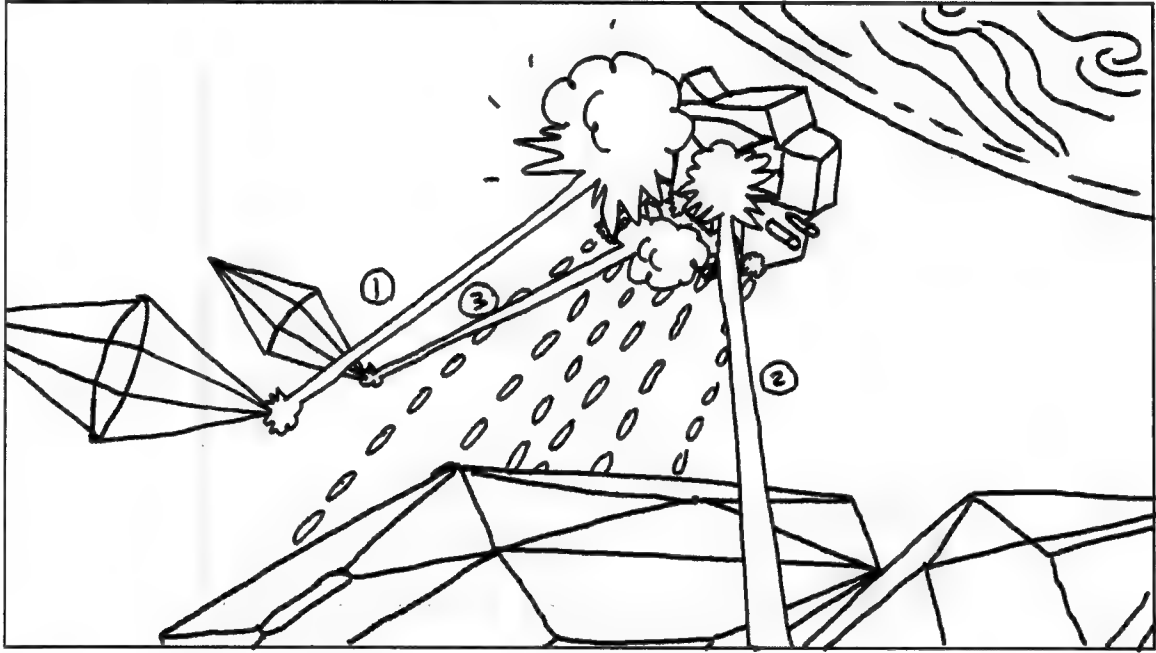


Sc. 29

Pnl. C

Bg.

day night

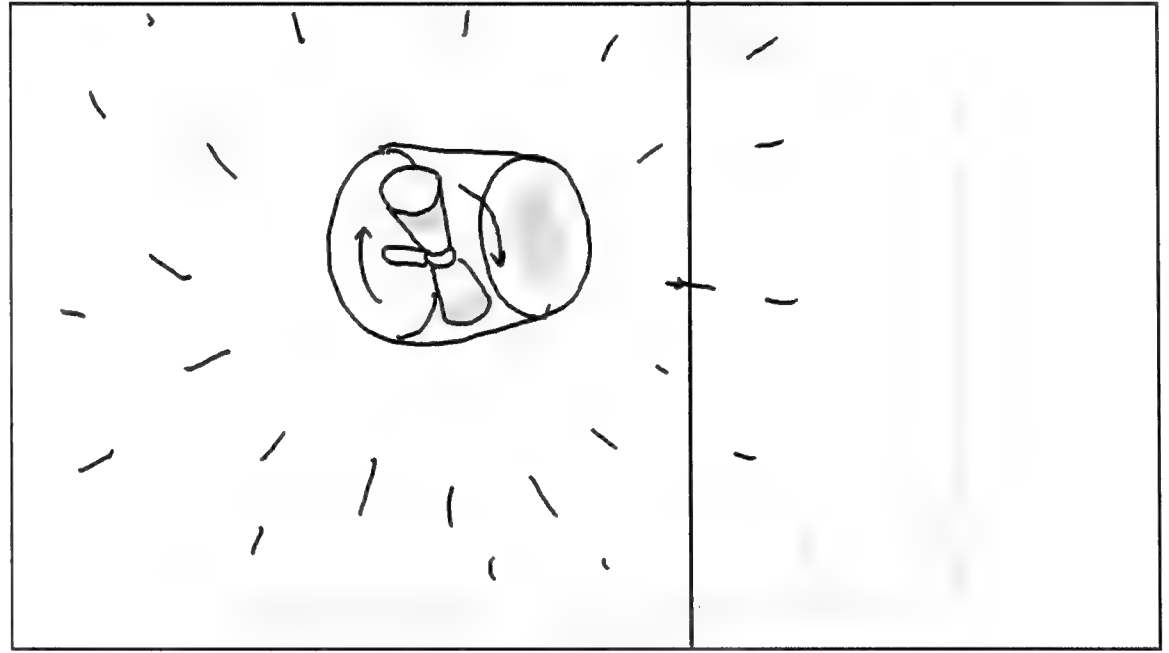


Sc. 30

Pnl. A

Bg.

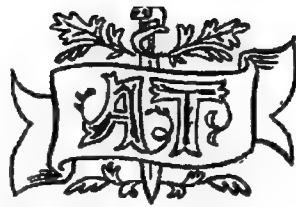
day night



Dialog:	PEW! PEW! PEW! PEW! PEW! PEW!
(SFX) ① PRSHOW! ② PRSHG!	(SFX) AY! AY! AY! AY!
③ PROWSHAUGH!	
Action:	- ALARM LIGHTS SPINNING. - INT. OF CUBER'S SHIP. - ALL LIT RED.
Timing:	

EPISODE # 1025-19S
Production :

ADVENTURE TIME



Sc. 36	Pnl. B	Bg.	day night	Sc. 31	Pnl. A	Bg.	day night

Dialog:
<p>(SPX) PSHROW!</p> <p>Q WABLE</p>
Action:
Timing:

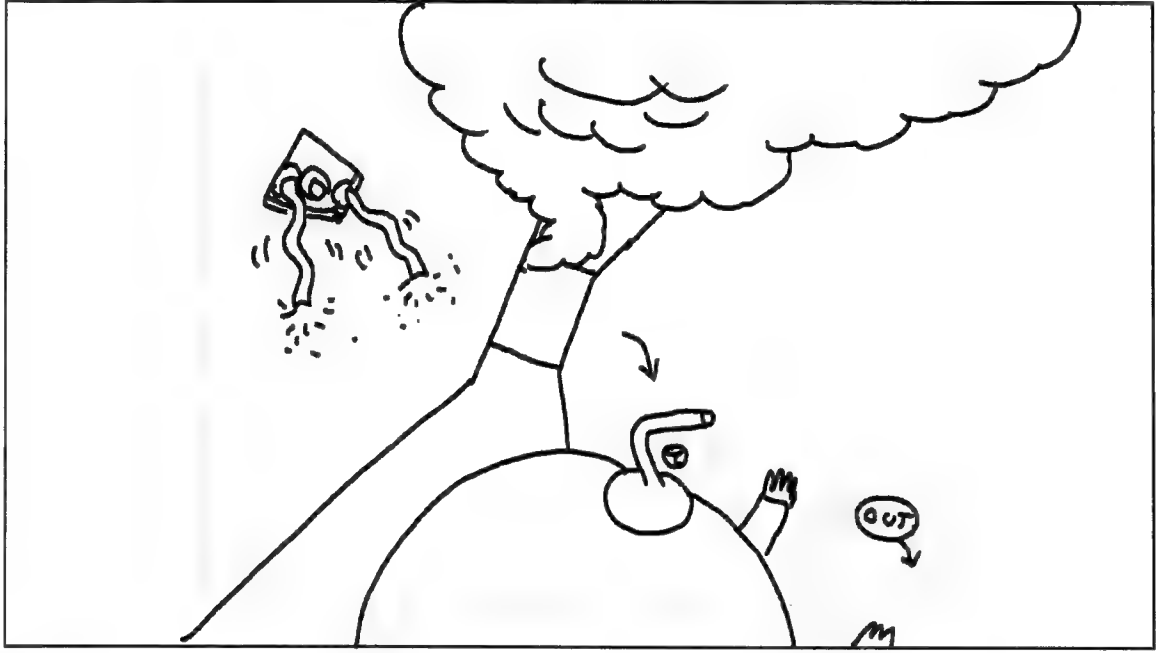
EPISODE # 1025-195
Production :

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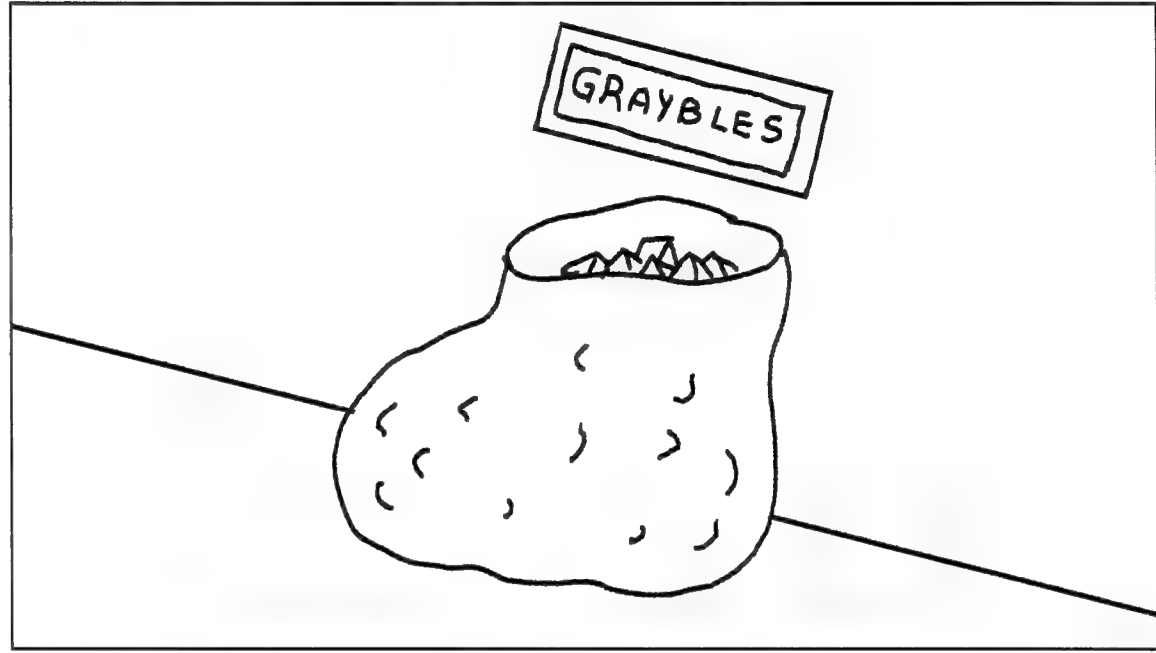
ADVENTURE TIME



Sc. 31 Pnl. B Bg. day night



Sc. 32 Pnl. A Bg. day night



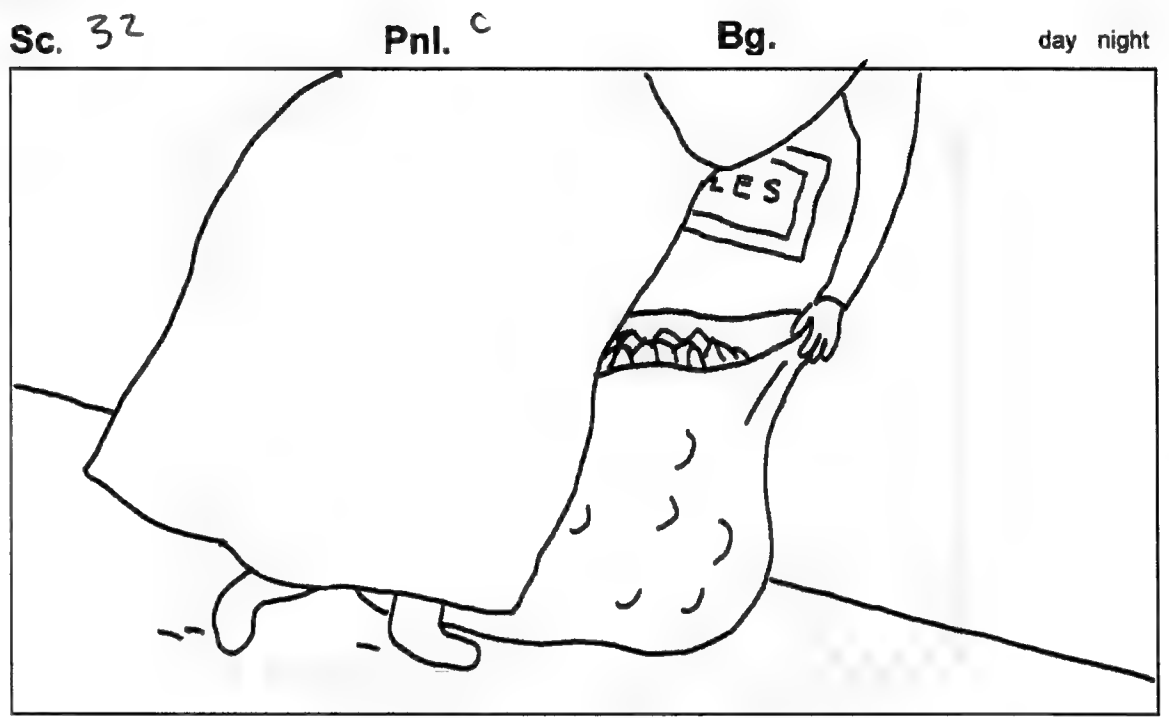
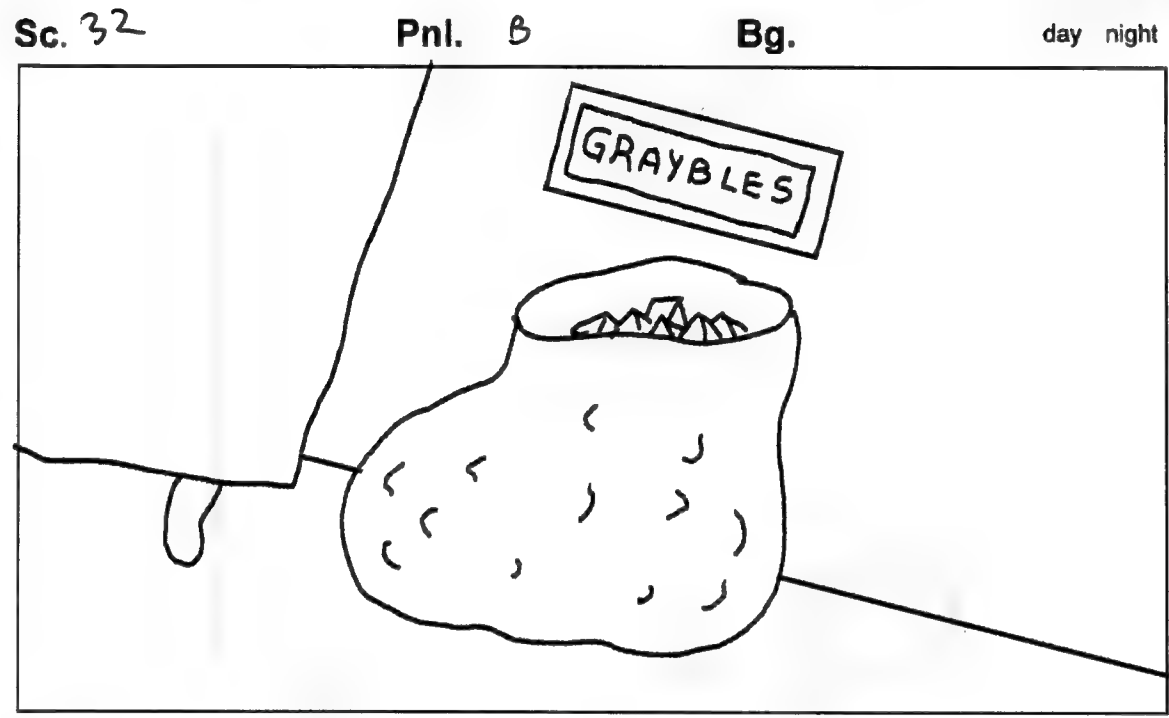
Dialog:
© (BABBLING) BABLE . . . BABLE . . BABLE .
Action:
Timing:

EPISODE # 1025-19S

Production :

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ADVENTURE TIME

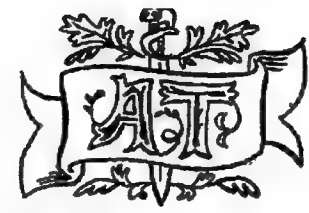


Dialog:
Action: DAINTY STEPS.
Timing:

Production : EPISODE # 1025-JAS

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ADVENTURE TIME

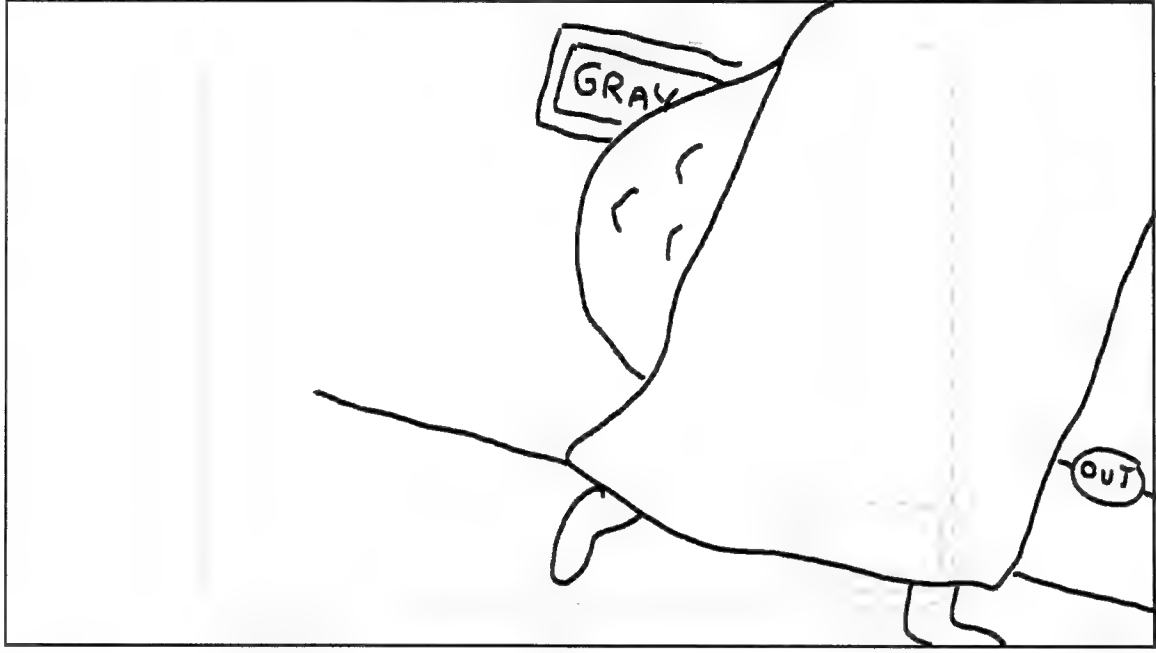


Sc. 32

Pnl. D

Bg.

day night

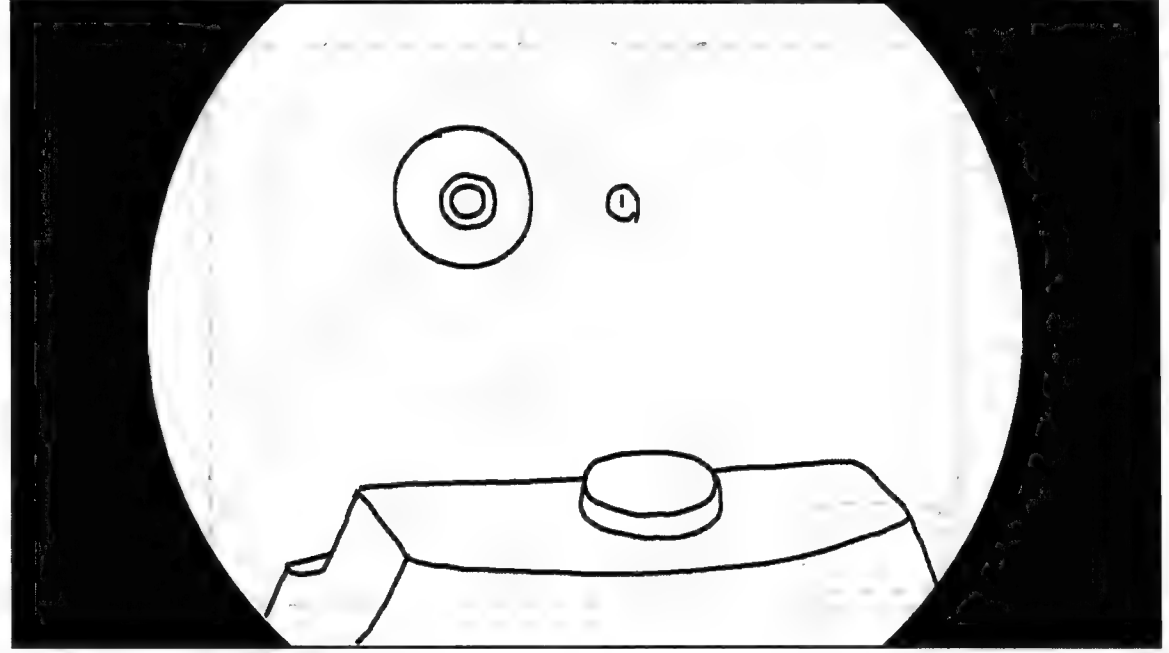


Sc. 33

Pnl. A

Bg.

day night



Dialog:

① = GRAYBLE, LABLE^o (SOUND QUIETER IN THE POD)

Action:

STILL LIT RED.

GETS LOUDER WHEN THE HATCH IS OPEN.

Timing:

1025-195
EPISODE #
Production :

ADVENTURE TIME



Sc. 33

Pnl. B

Bg.

day night

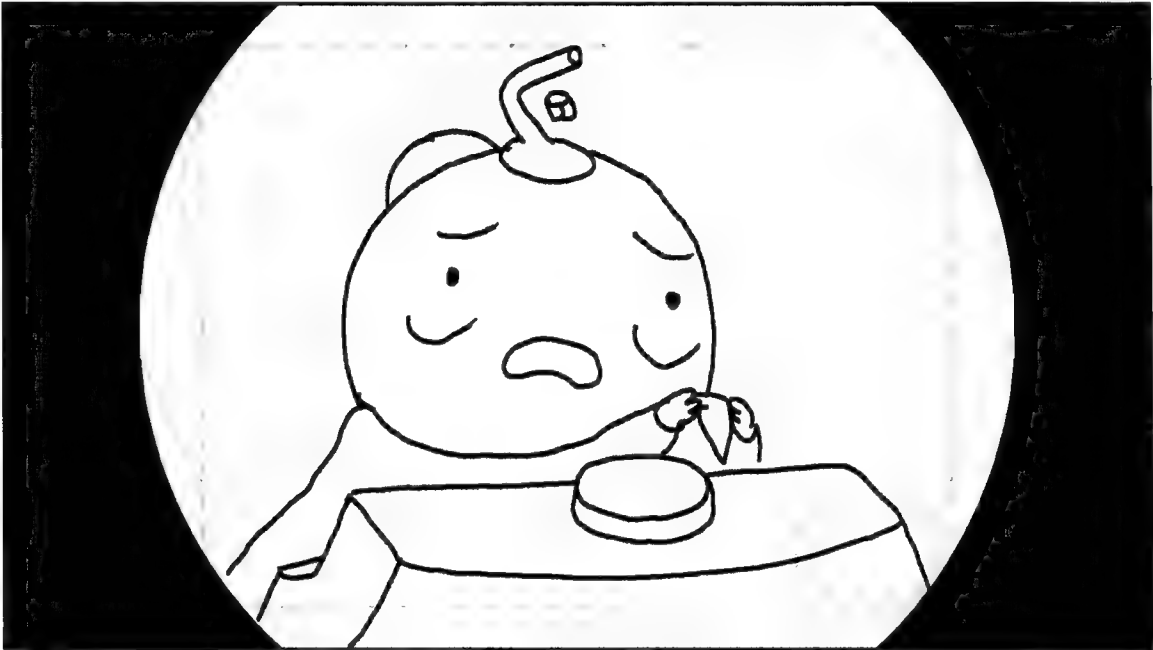


Sc. 33

Pnl. C

Bg.

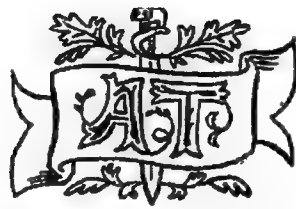
day night



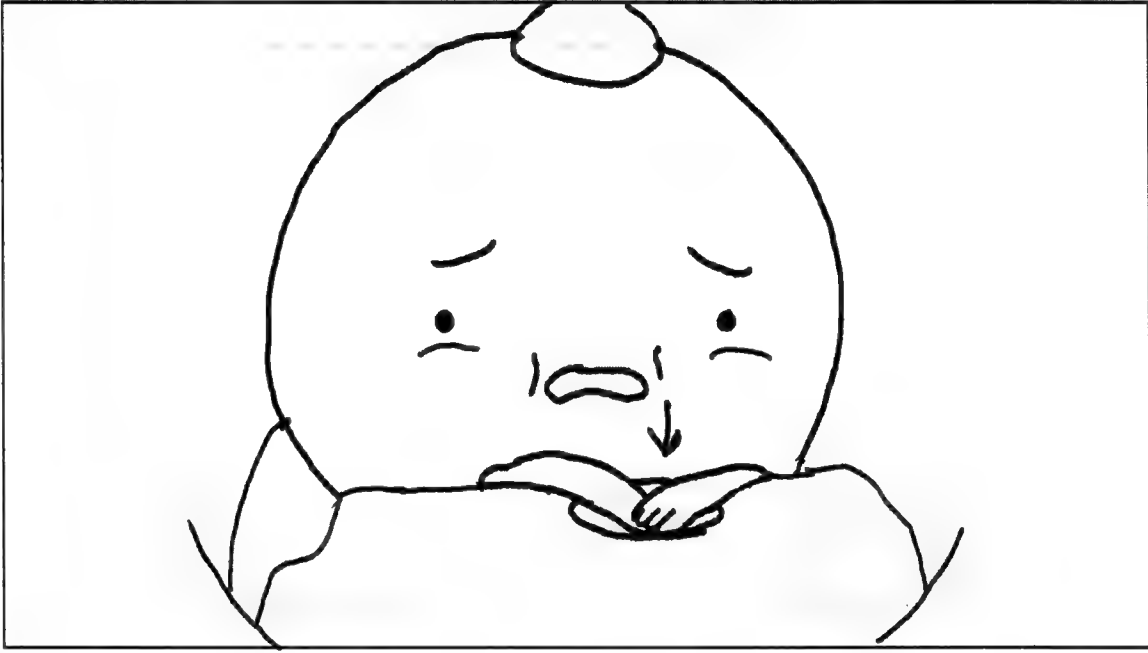
Dialog:	©/ BABLE = PANT = LABLE = PANT =
Action:	
Timing:	

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ADVENTURE TIME



Sc. 33 Pnl. D Bg. day night Sc. 33 Pnl. E Bg. day night



Dialog:	(C) NEUGH.
Action:	PUSHES THE BUTTON DOWN.
Timing:	

EPISODE # 1025-195
Production :

ADVENTURE TIME

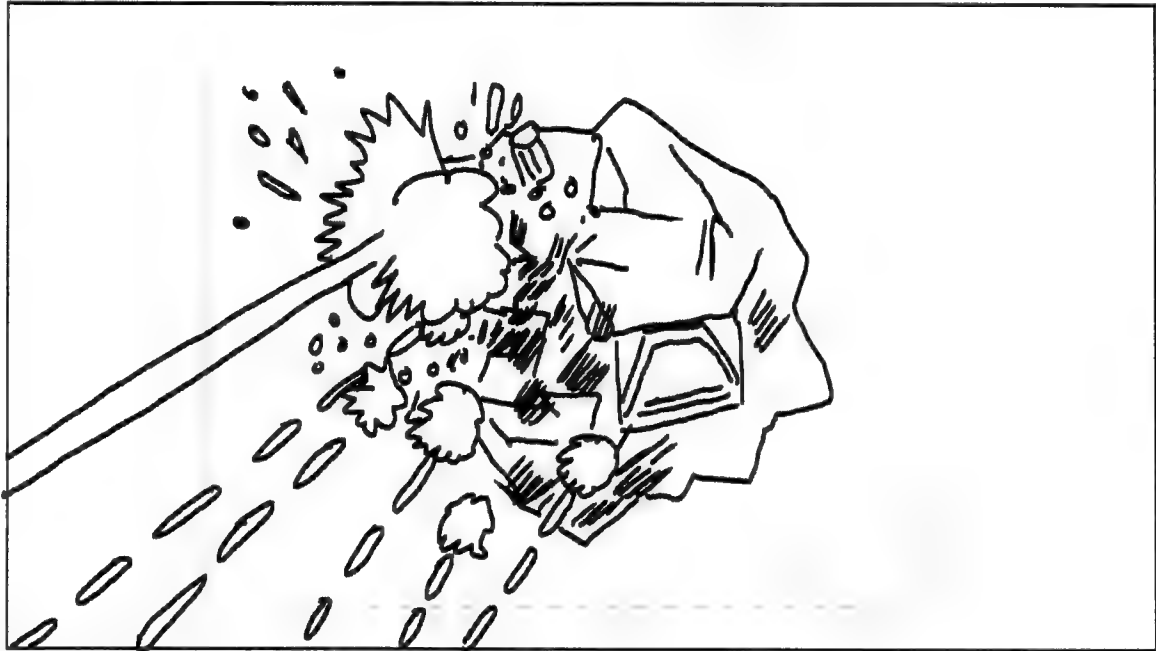


Sc. 34

Pnl. A

Bg.

day night



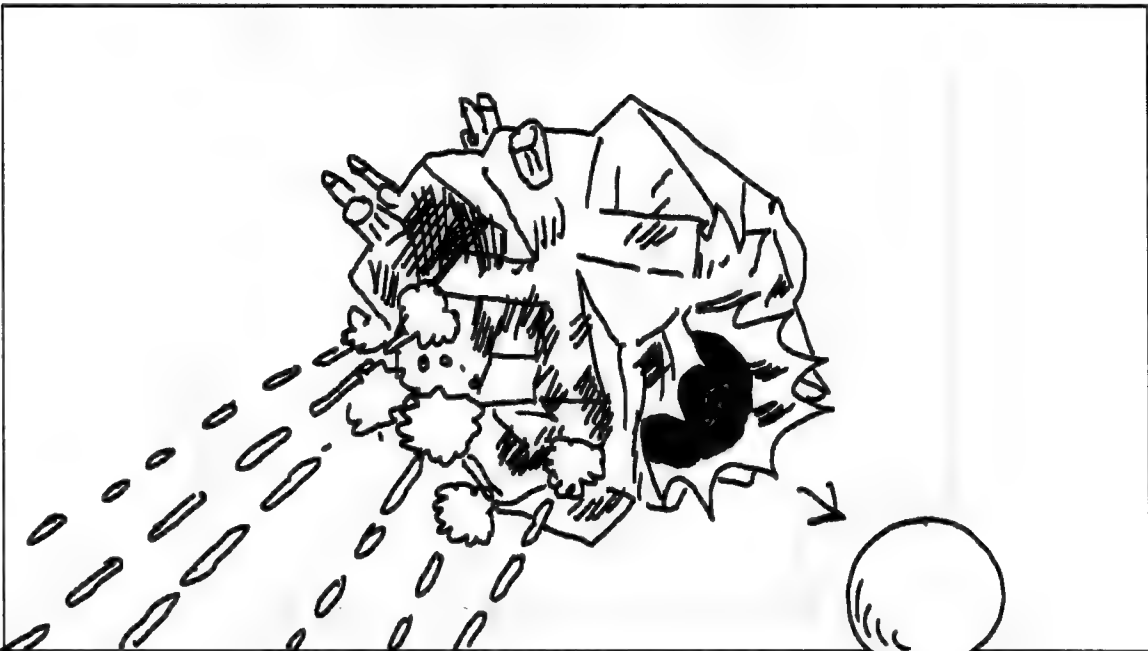
Sc.

34

Pnl. B

Bg.

day night



Dialog:

SMASH!!

Action:

Timing:

1025-19S

EPISODE #

Production :

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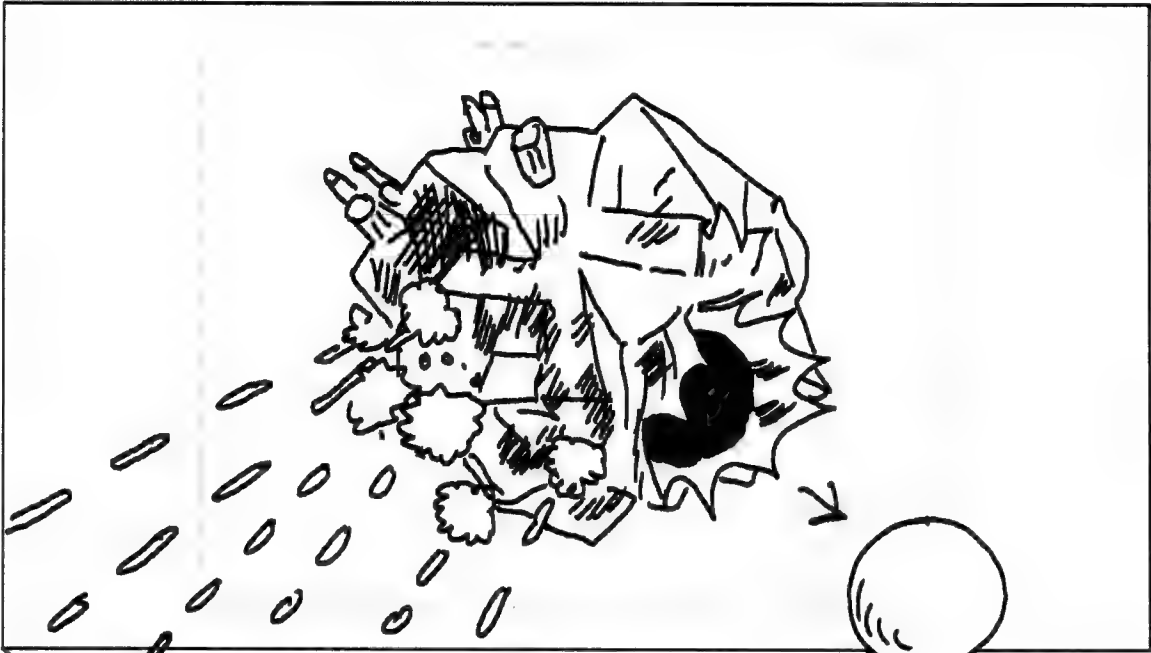
Sc. 34

Pnl. C

Bg.

Page 48

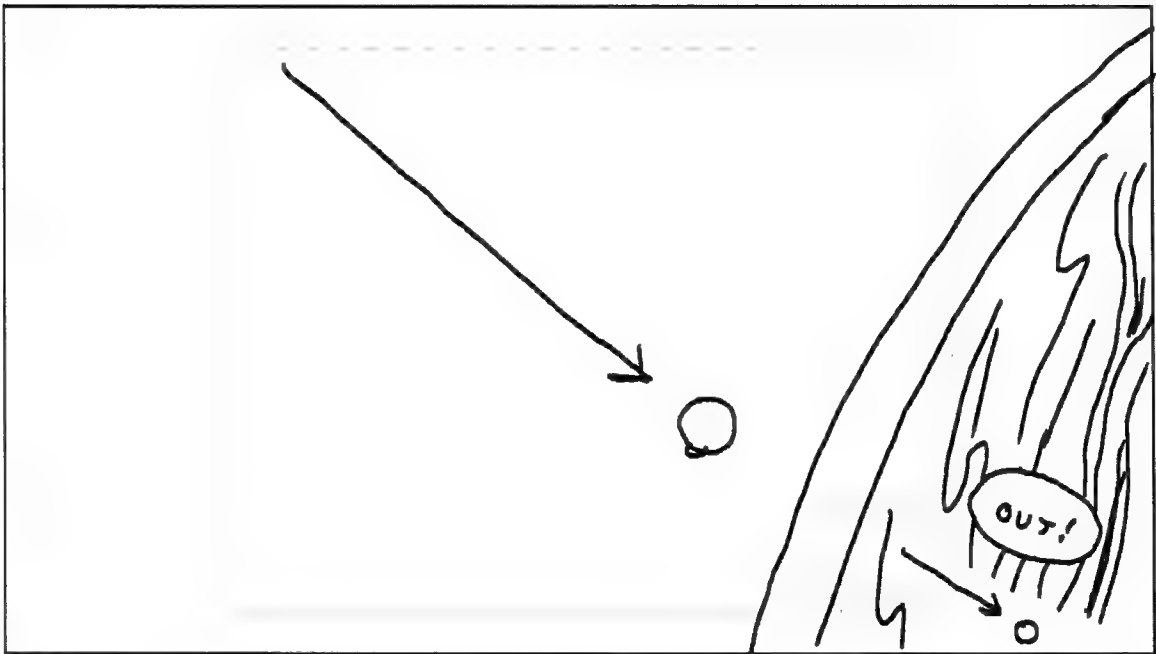
day night



AOJ



ADVENTURE TIME



OUT!

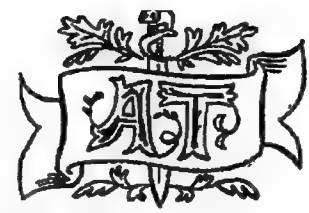
Production :

EPISODE #

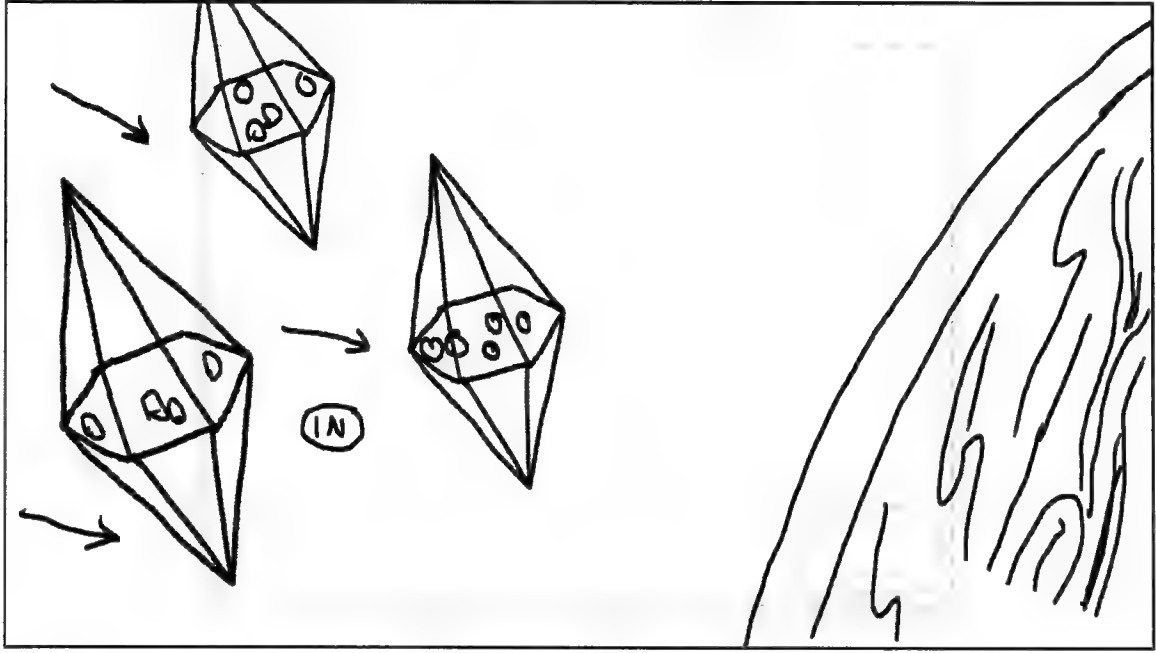
1025-195

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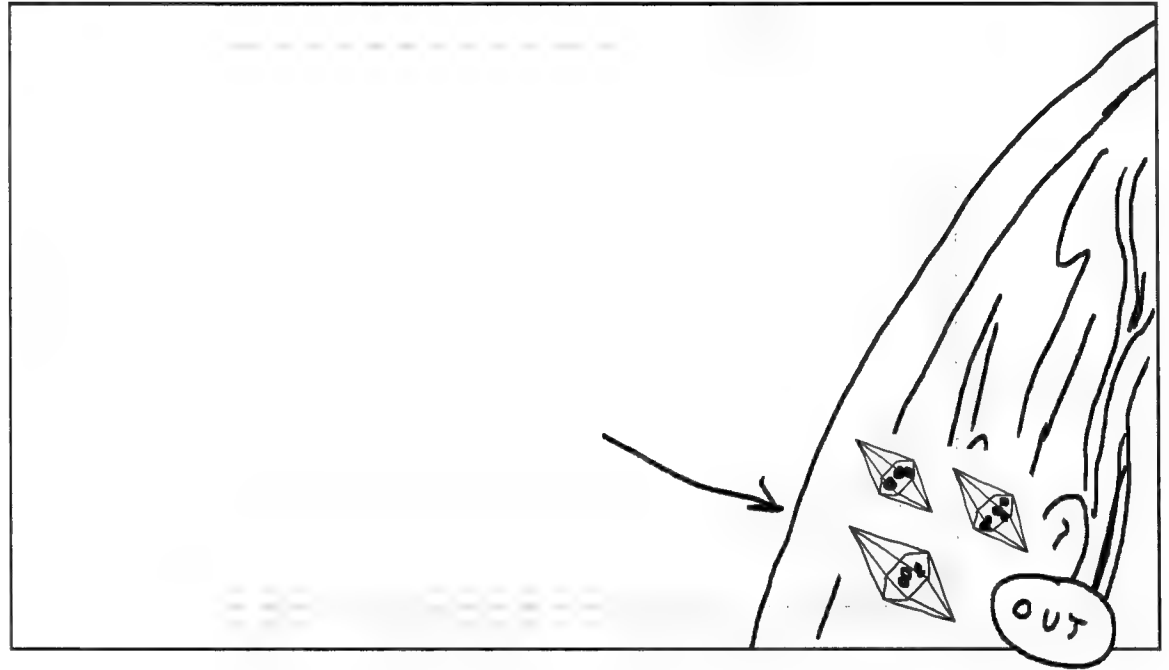
ADVENTURE TIME



Sc. 34 Pnl. D Bg. day night



Sc. 34 Pnl. E Bg. day night



Dialog:
Action:
Timing:

Production : EPISODE # 1025-195

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ADVENTURE TIME



Page 50

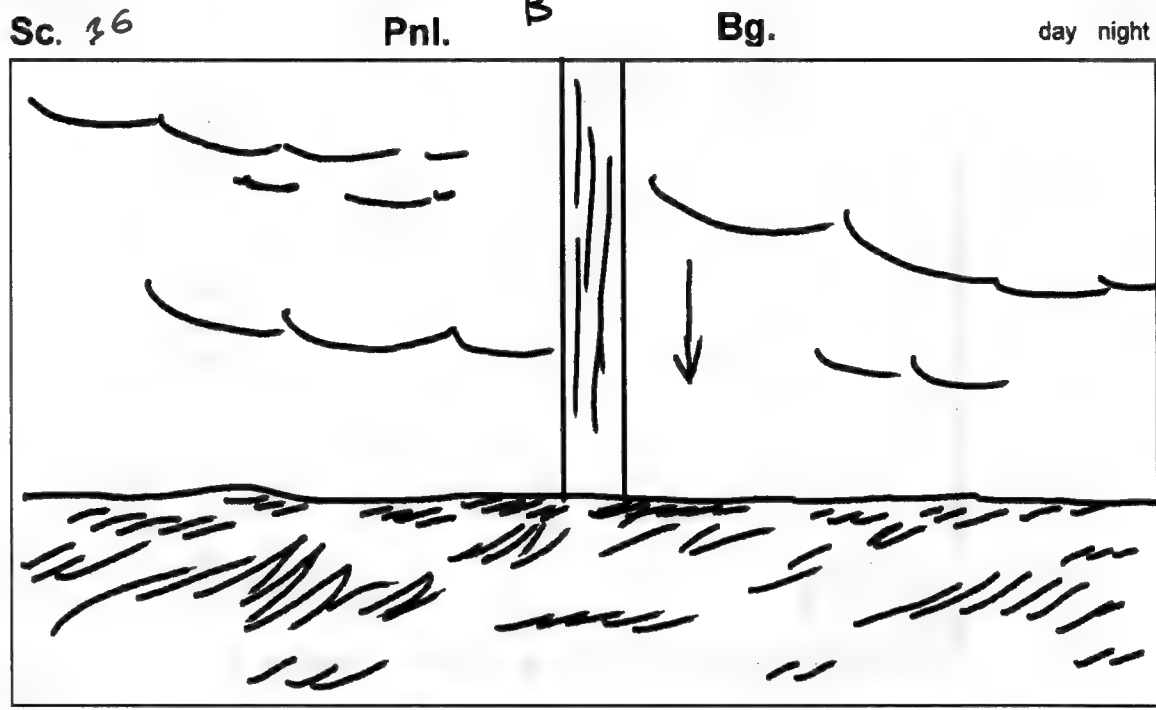
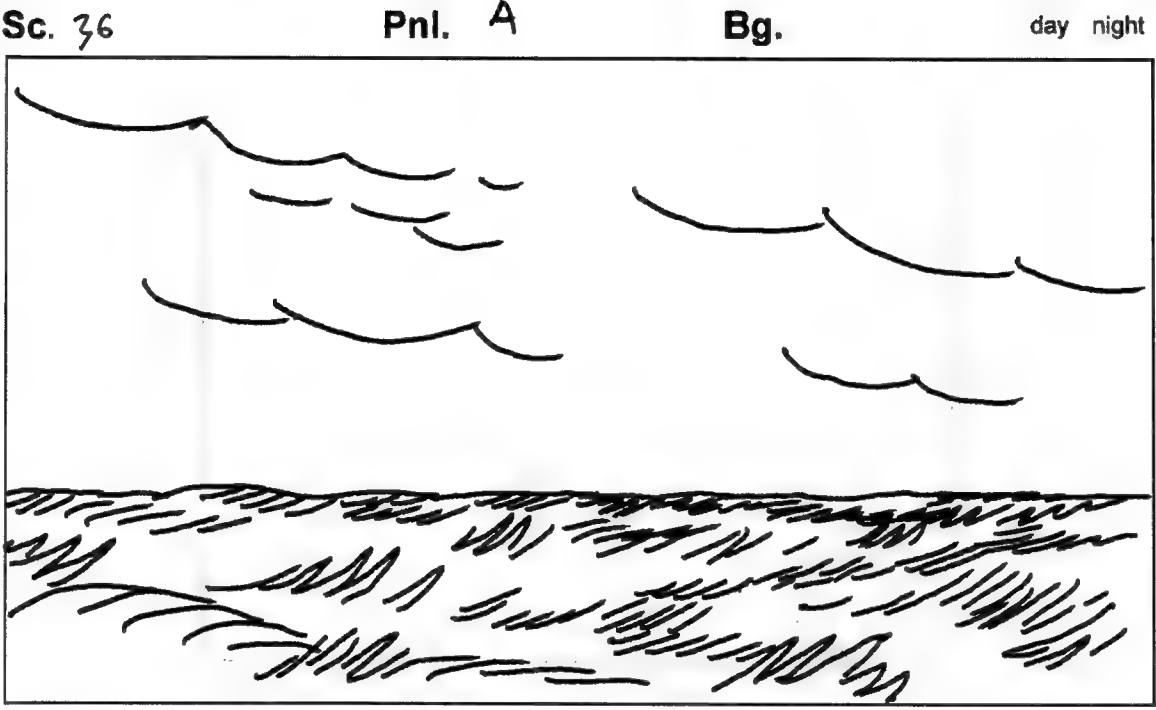
Sc. 35	Pnl. A	Bg.	day night	Sc. 35	Pnl. B	Bg.	day night

Dialog:
Action: <div>ATMOSPHERIC ENTRY</div> <div>- PIVOTS DOWNWARD - FLAMES</div>
Timing:

EPISODE # 1025-19S
Production :

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ADVENTURE TIME

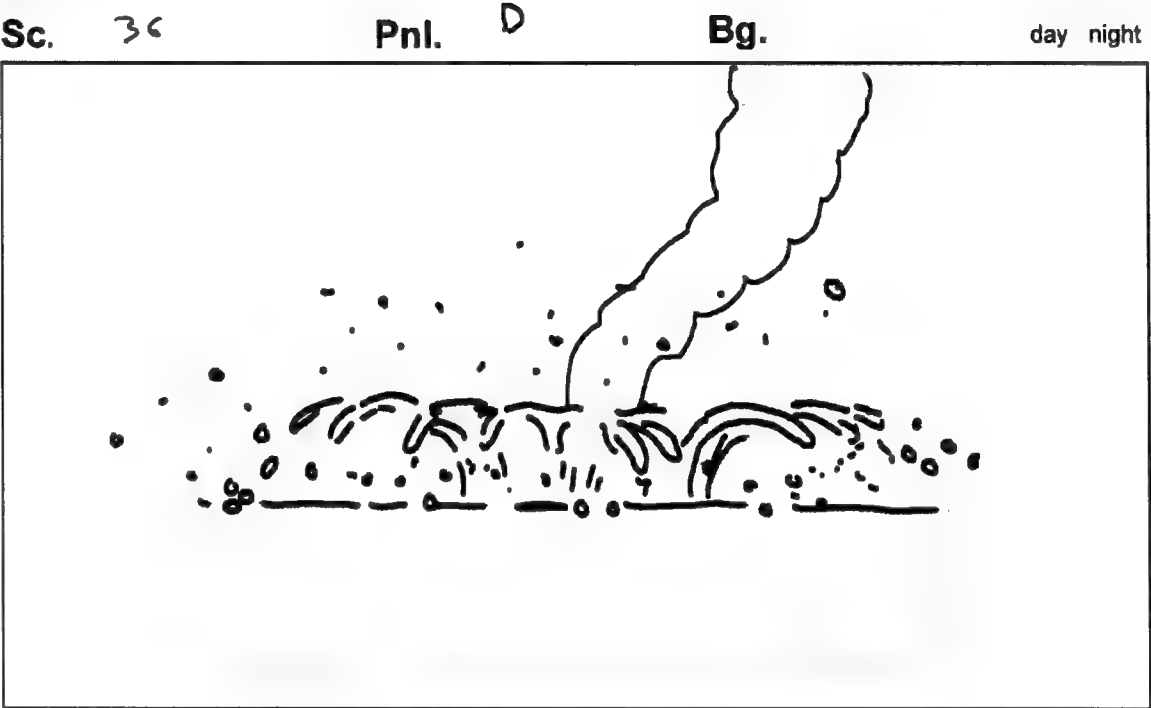
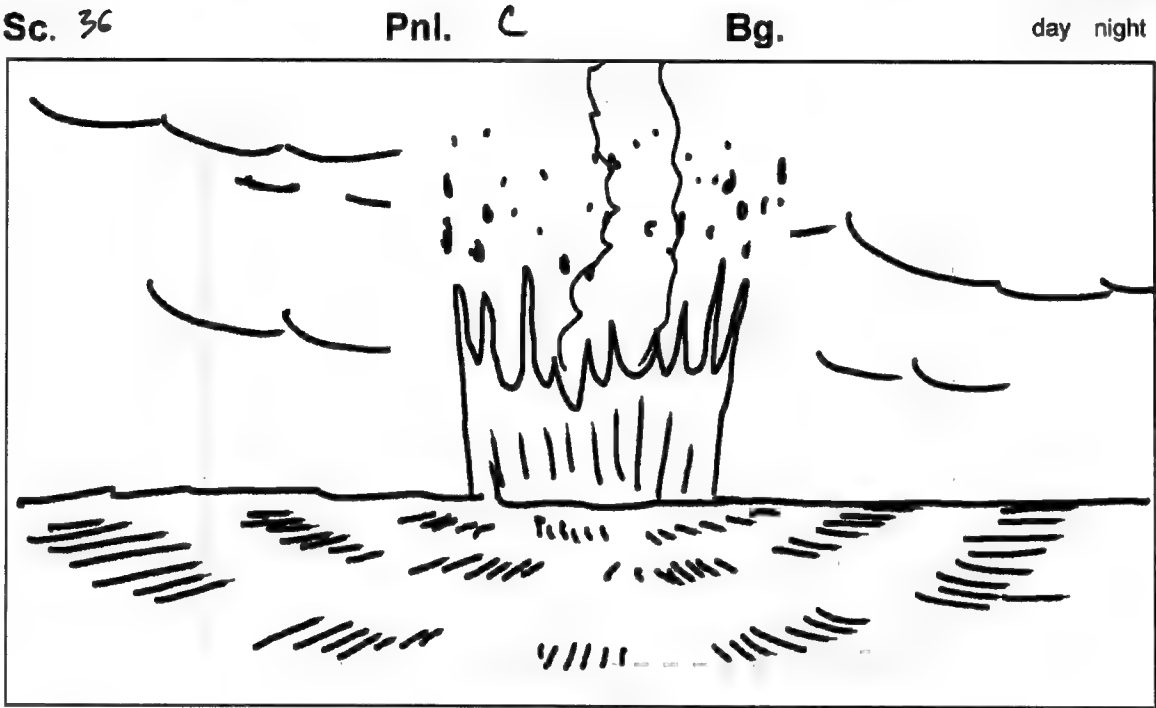


Dialog:
Action: OVERCAST .
Timing:

EPISODE # 1025-195

Production :

ADVENTURE TIME



Dialog:	
Action:	<p>≡ GRASS BLOWS BACK, ≡</p> <p>WOULD IT WORK IF THERE WAS A CAM-SHAKE HERE, DELAYED LIKE THE CAMERA IS GETTING HIT BY THE SHOCK WAVE.</p>
Timing:	

1025-195

EPISODE #

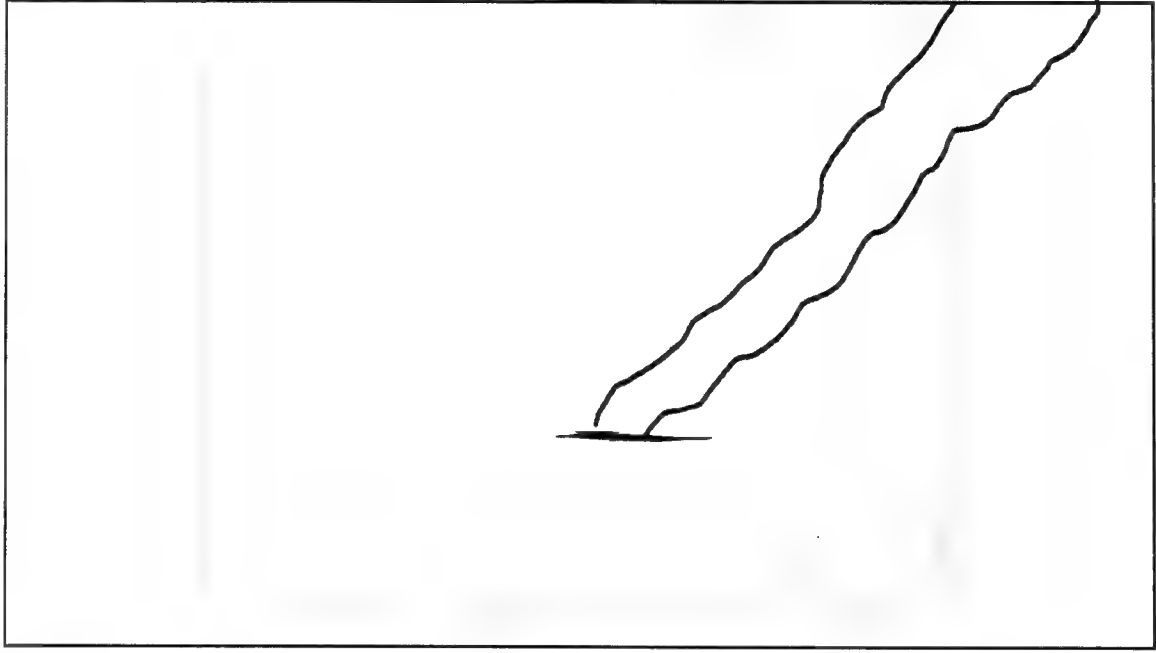
Production :

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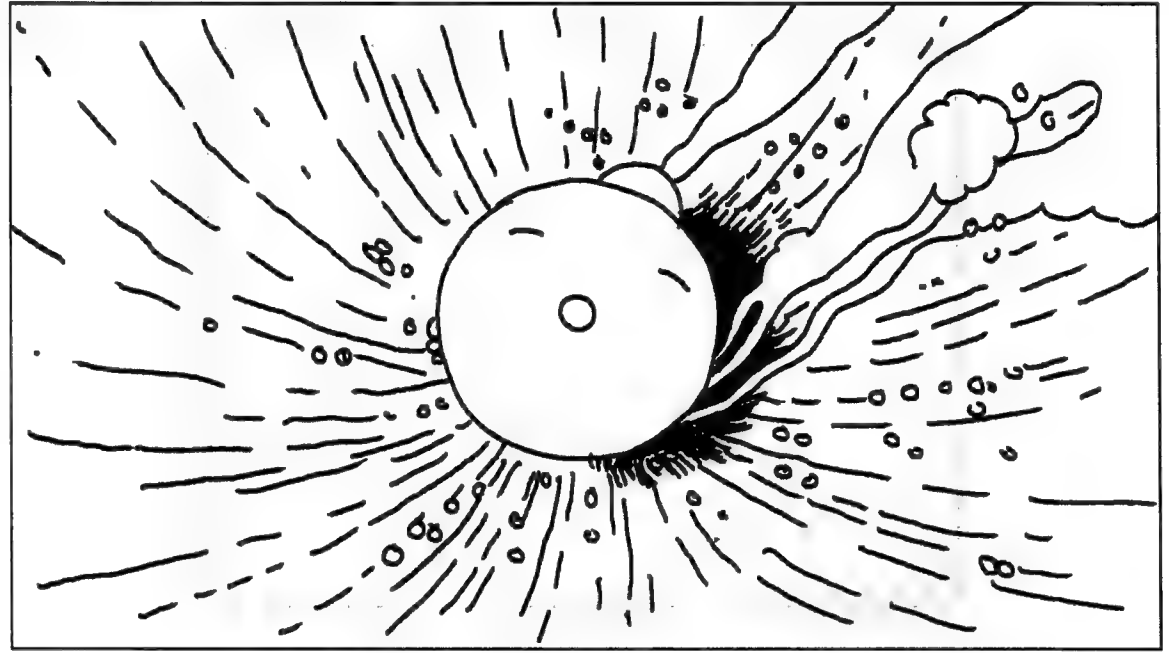
ADVENTURE TIME



Sc. 36 Pnl. E Bg. day night



Sc. 37 Pnl. A Bg. day night



Dialog:
Action:
Timing:

JUST LIKE CUBER'S HEAD

ADVENTURE TIME



Sc. 37

Pnl. B

Bg.

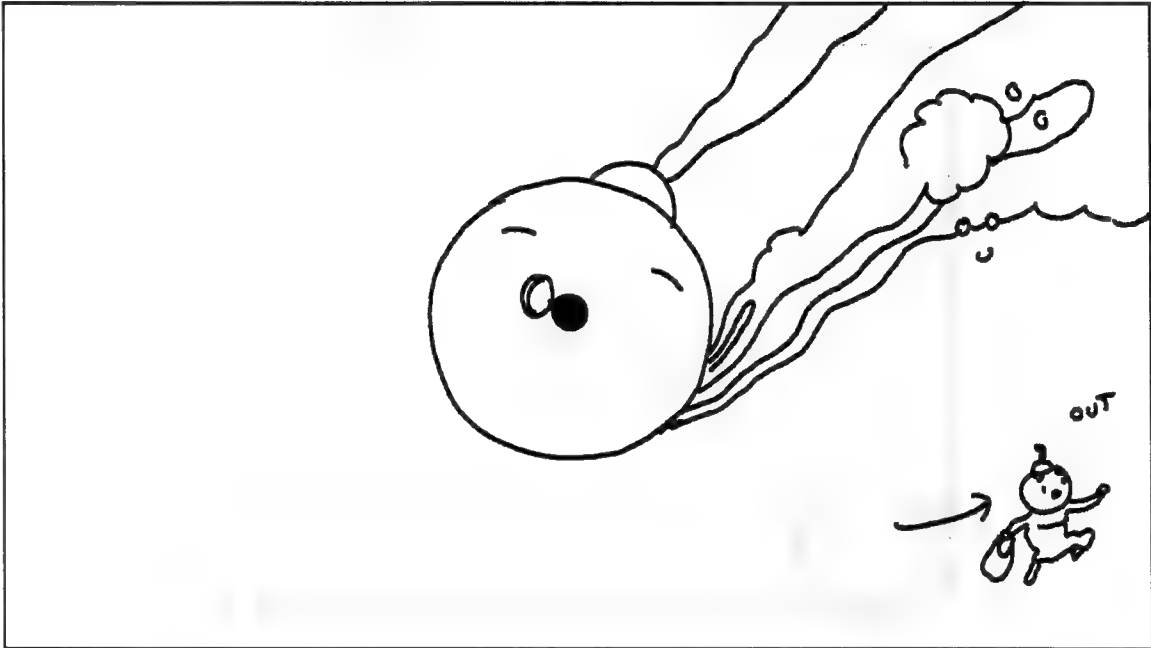
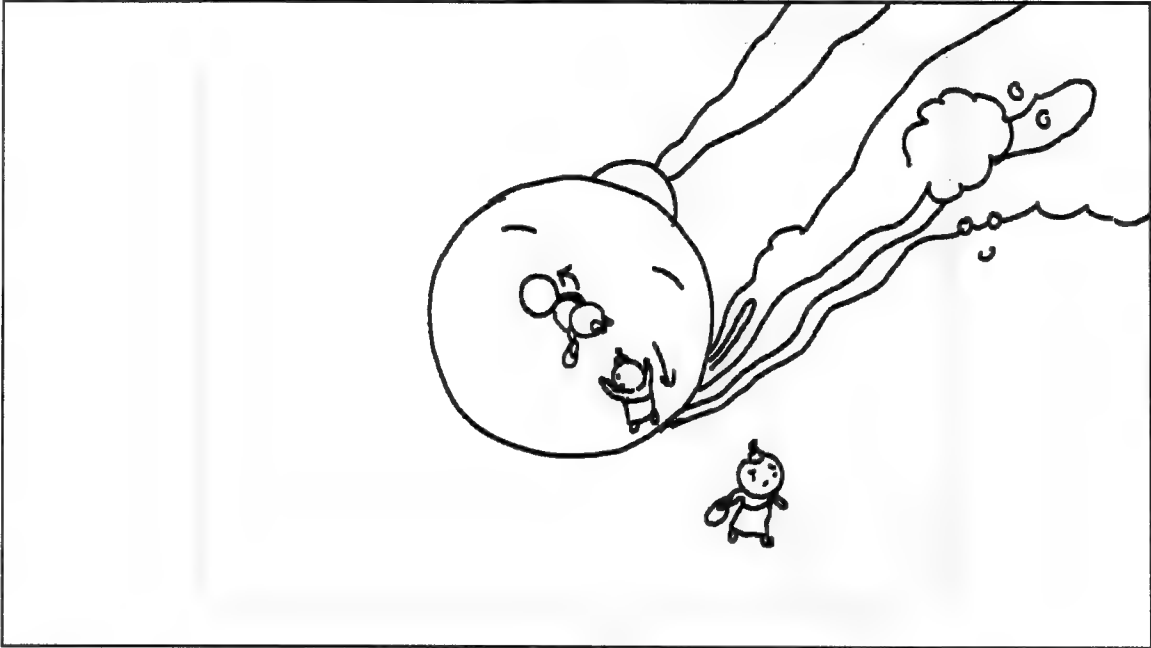
day night

Sc. 37

Pnl. C

Bg.

day night



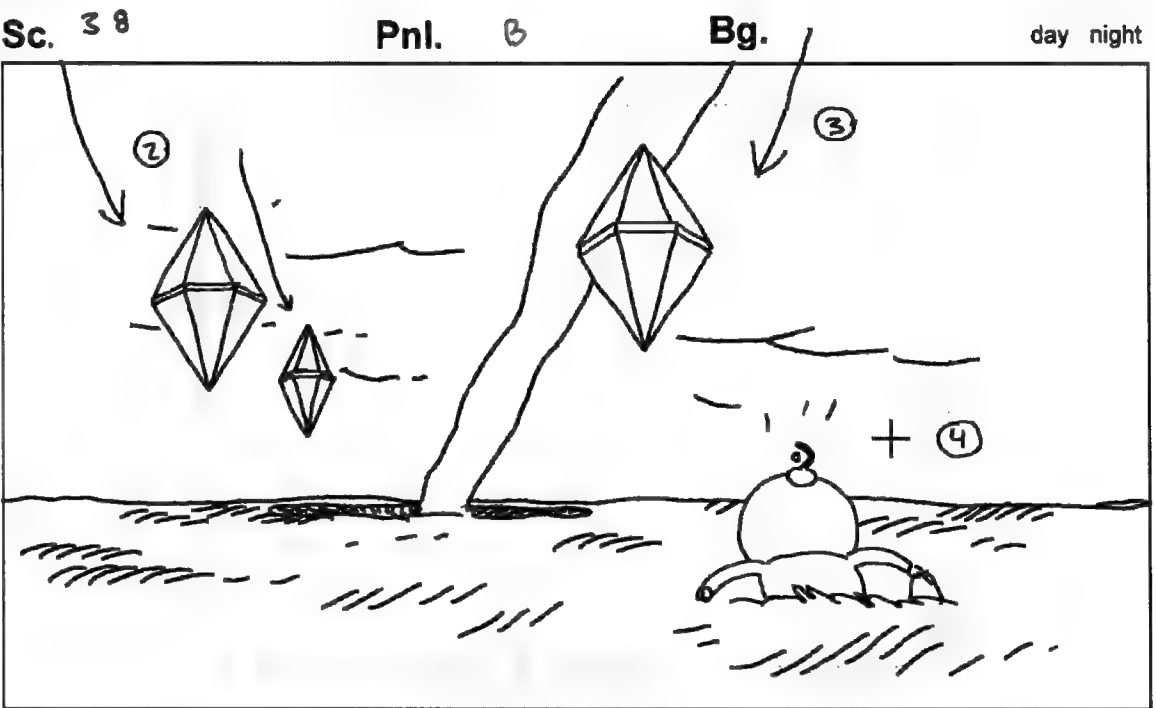
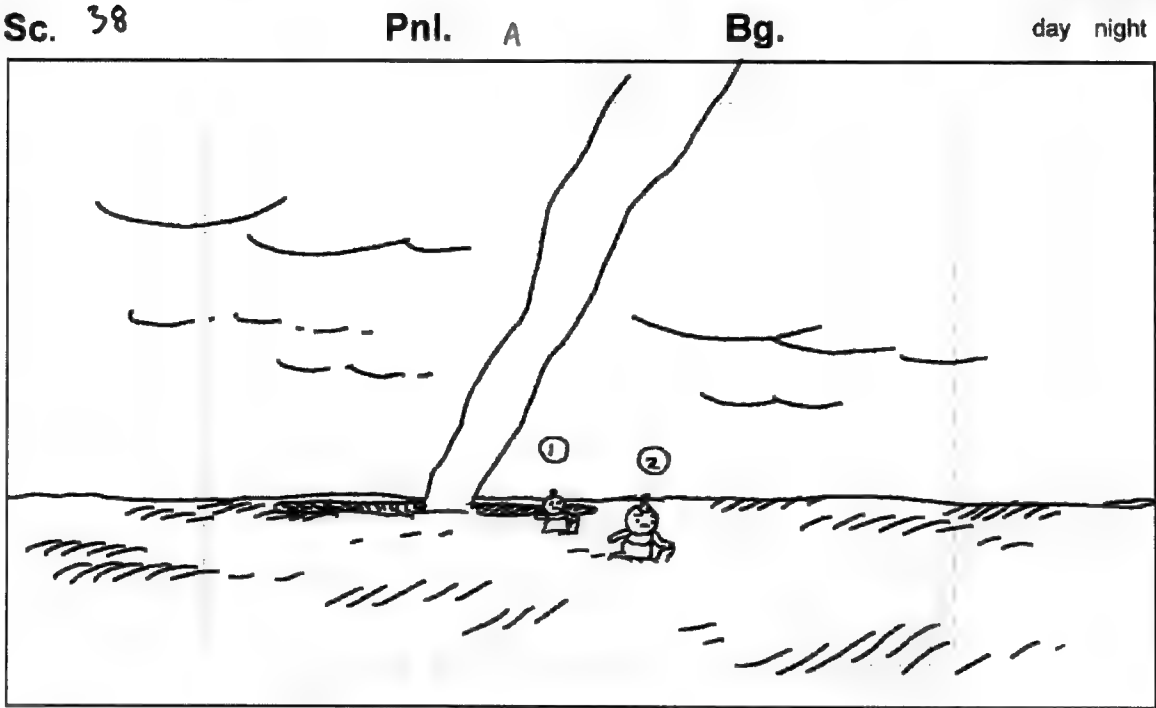
Dialog:


Action:

CUBER SCAMPERS .

Timing:

ADVENTURE TIME



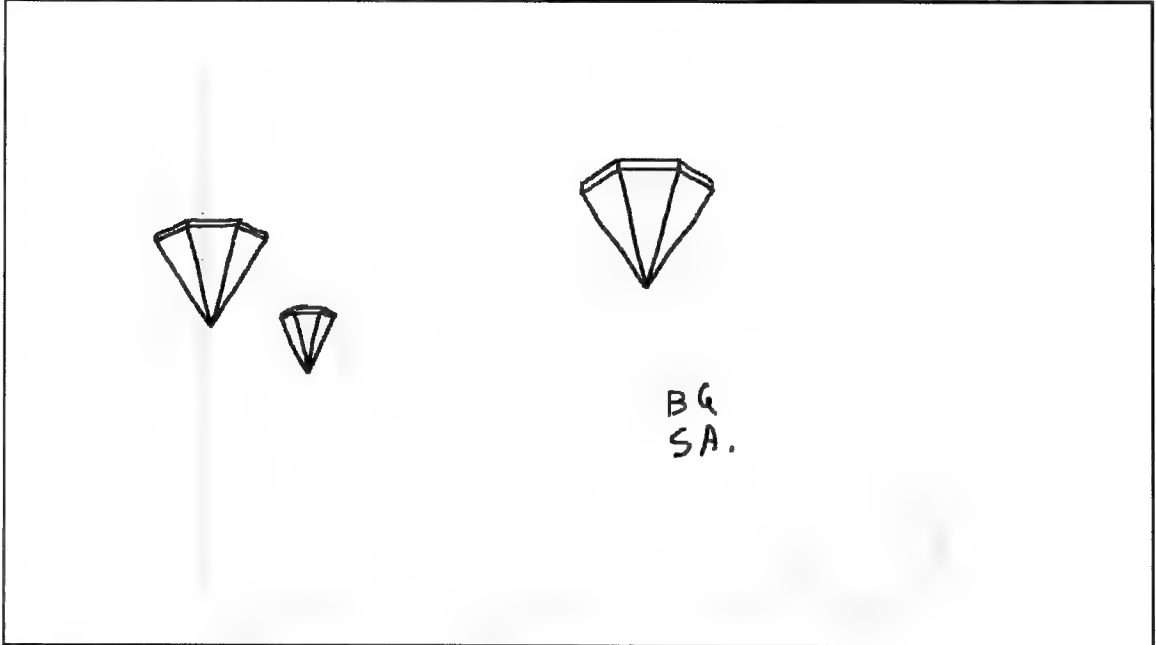
Dialog:	
Action:	WHIPS AROUND
Timing:	

EPISODE # 1025-19S
Production :

ADVENTURE TIME



Sc. 38 Pnl. c Bg. day night Sc. 38 Pnl. p Bg. day night



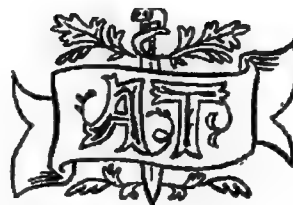
Dialog: PRSHKOW! PRSHOUGH! PRKSHOW!
RA-FOOM

Action: TRANSLUCENT
FORCE-FIELDS
FLICKER OFF.
CUBER'S WAGGLING HIS ARMS.

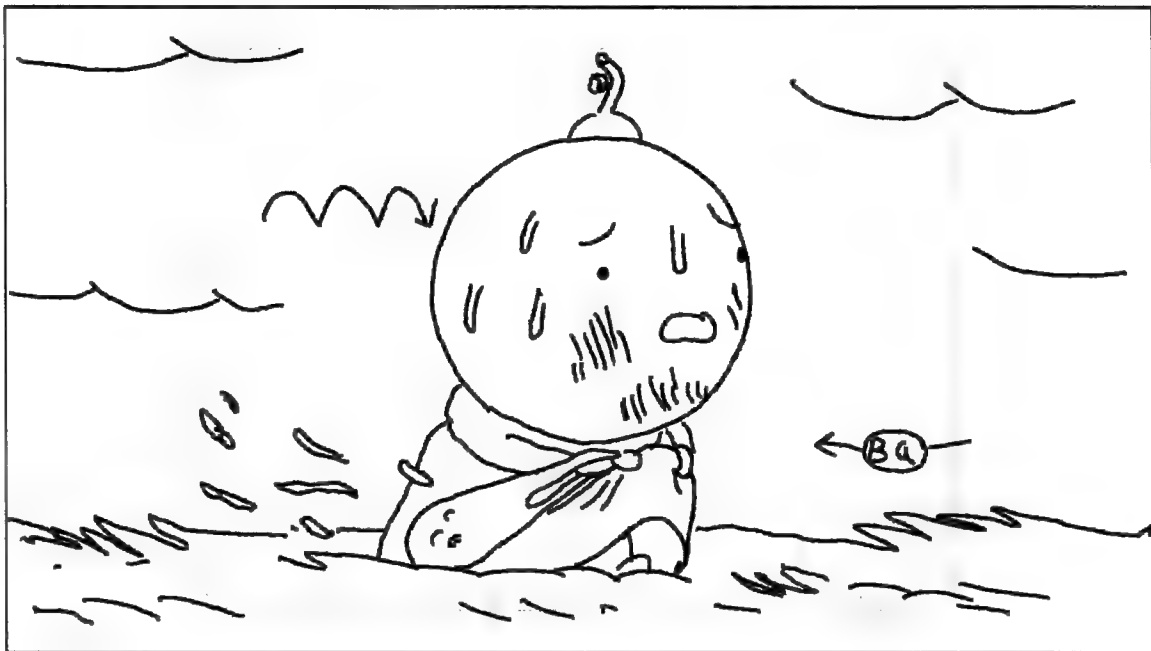
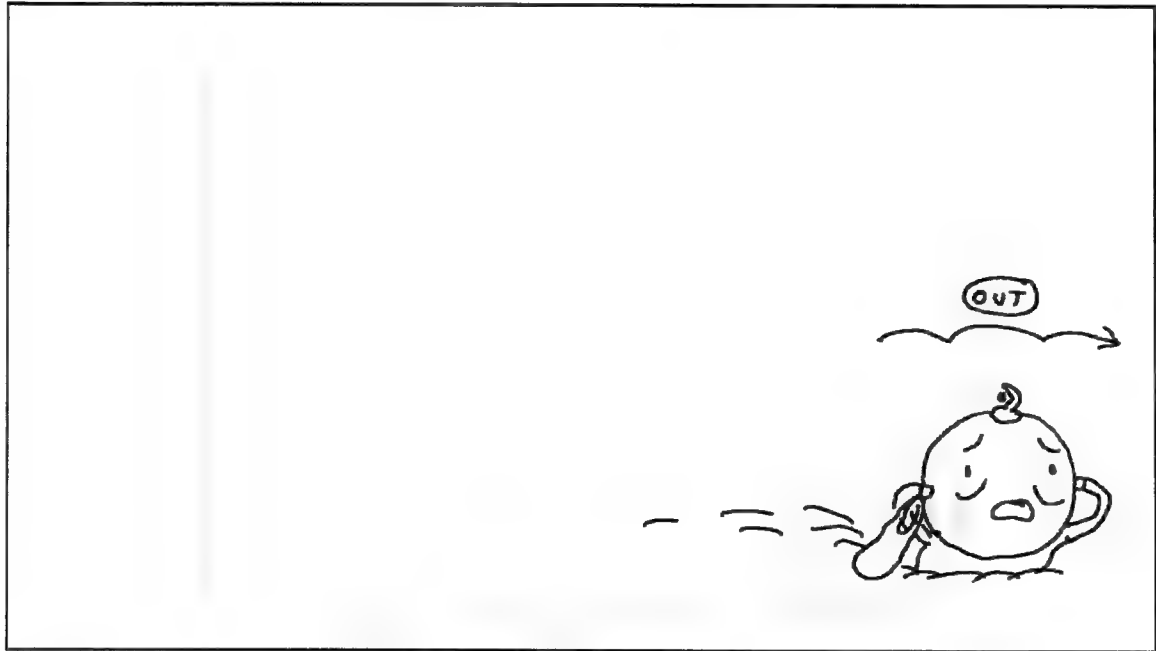
Timing:

EPISODE # 1025-195
Production :

ADVENTURE TIME



Sc. 38 Pnl. E Bg. day night Sc. 39 Pnl. A Bg. day night



Dialog:
© OH H H H H
© HUFF HUFFE
COME ON CUBER,
Action:
TROMPING THROUGH THE GRASS.
Timing:

EPISODE # 1025-195
Production :

ADVENTURE TIME



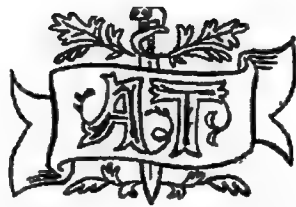
Sc. 39 Pnl. 6 Bg. day night

Sc. 39 Pnl. 6 Bg. day night

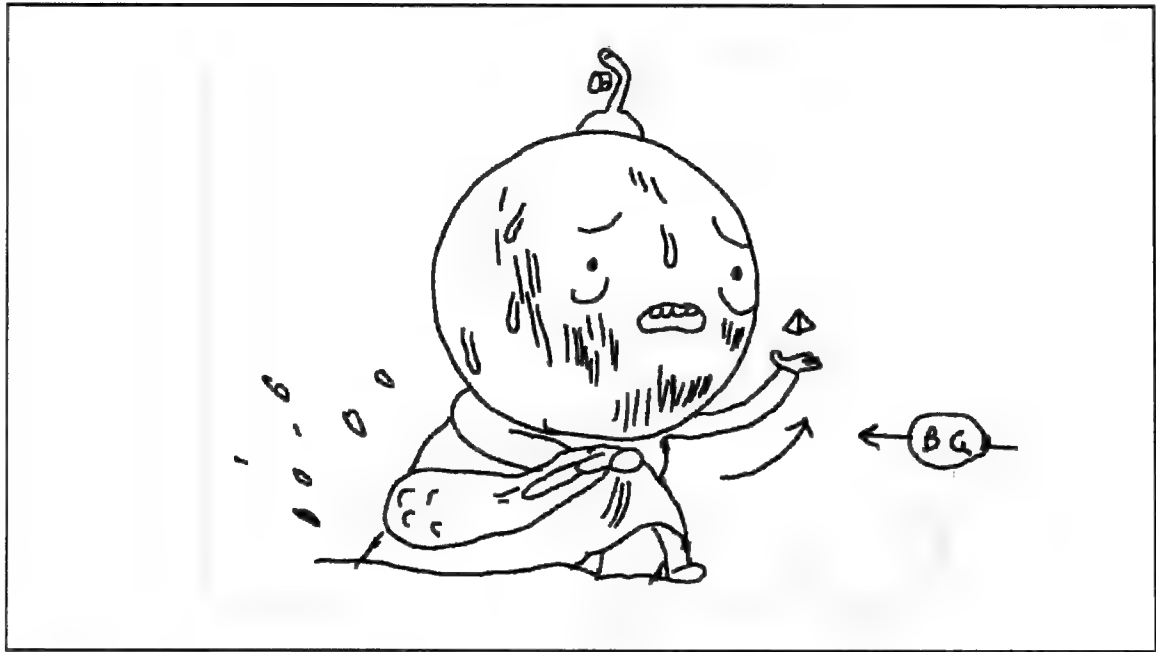
Dialog:
© REMEMBER YOUR TRAINING
© NNN!
Action:
Timing:

Production : 1025-195 EPISODE #

ADVENTURE TIME



Sc. 39 Pnl. 0 Bg. day night Sc. 39 Pnl. E Bg. day night



Dialog:
C TRUST YOUR GRAYBLES. OH AND YOU CHILDREN AT HOME,
DON'T BOTHER TRYING TO GUESS
TONIGHT'S THEME.

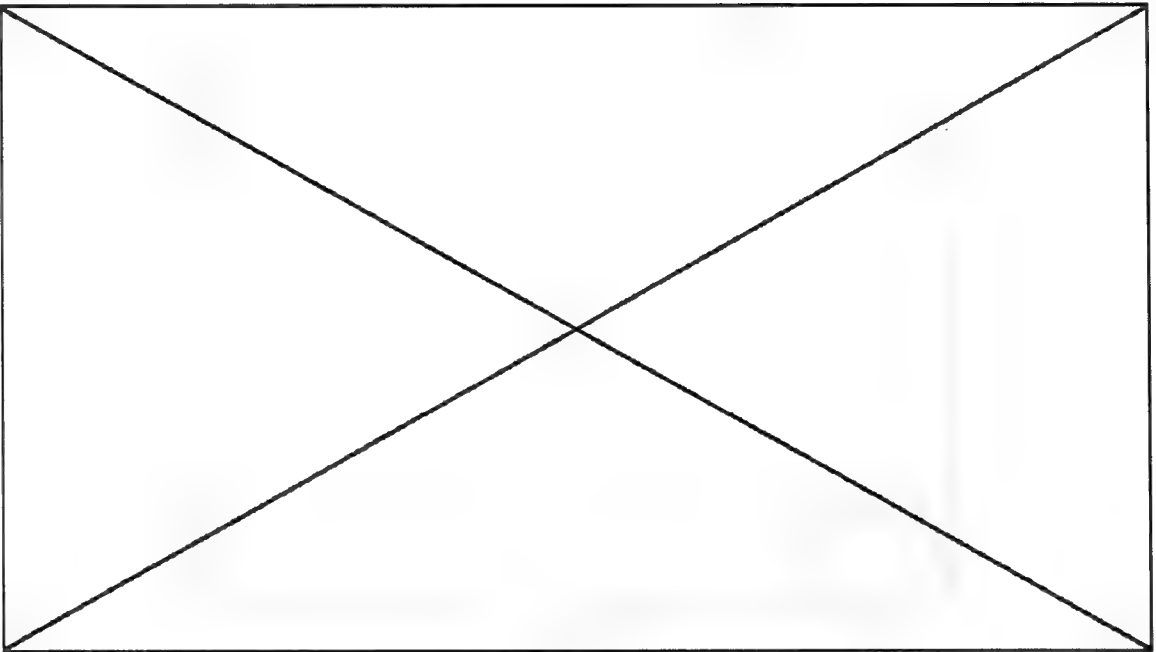
Action:

Timing:

ADVENTURE TIME



Sc. 39 Pnl. F Bg. day night Sc. Pnl. Bg. day night



Dialog: I'LL TELL YOU WHAT THE
C) THEME IS: THE THEME IS
APPLESAUCE TO A THEME, YOUR
FRIEND CUBER DOESN'T WANT TO
-ALT-
I'LL TELL YOU WHAT THE THEME
IS : APPLESauce TO A THEME!
YOUR FRIEND CUBER DOESN'T
WANT TO DIE !!!

Action: DIE!

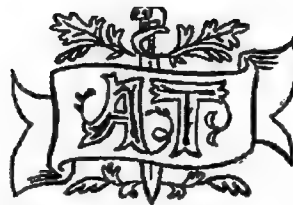
Timing:

1025-195

EPISODE #

Production :

ADVENTURE TIME



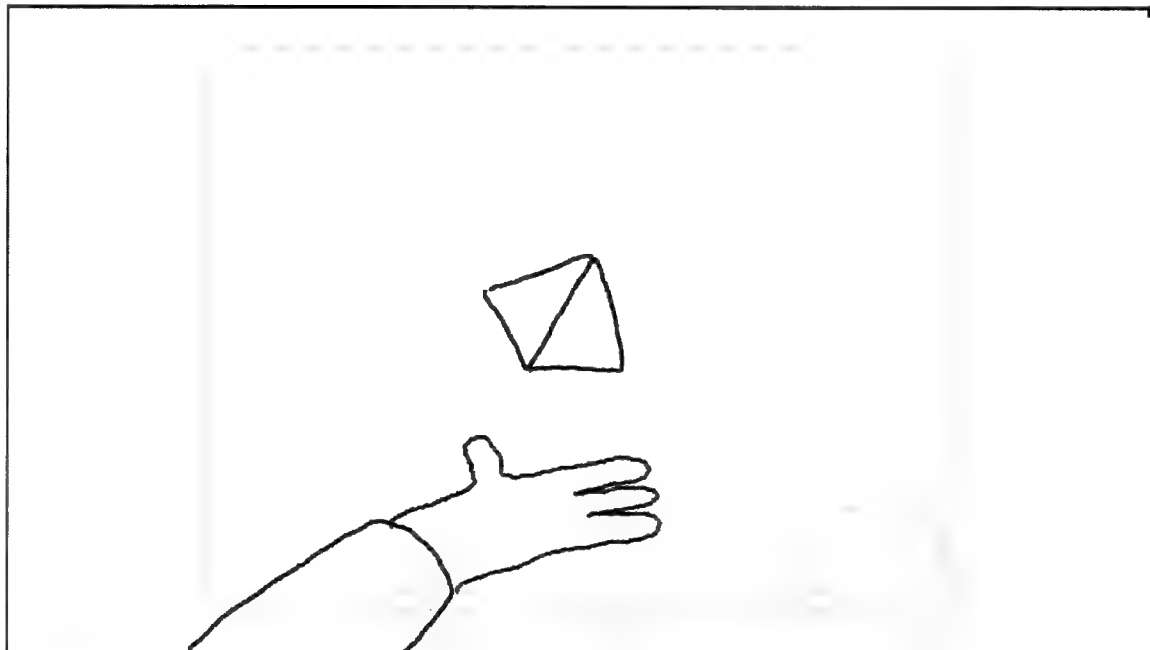
Page 61

Sc. 40

Pnl. A

Bg.

day night

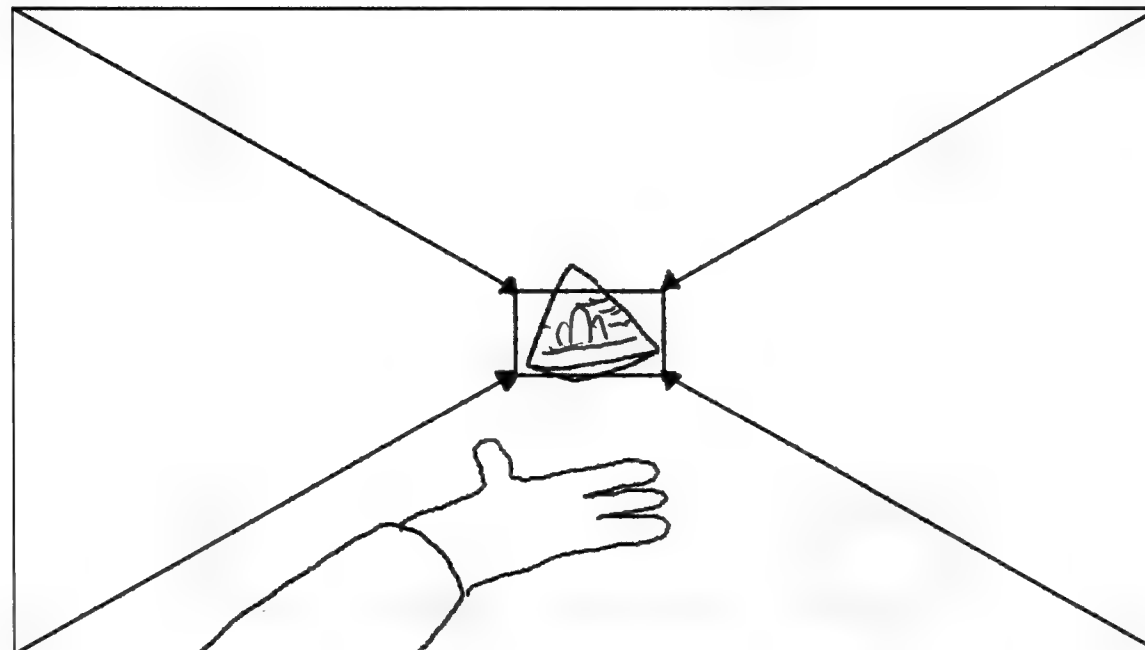


Sc. 40

Pnl. B

Bg.

day night



Dialog:

Action:

TREE HOUSE

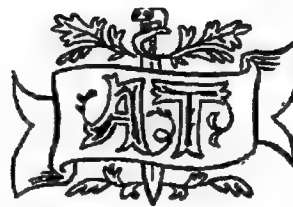
Timing:

EPISODE # 1025-195

Production :

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ADVENTURE TIME



Page 62

Sc. 41

Pnl. A

Bg.

day night

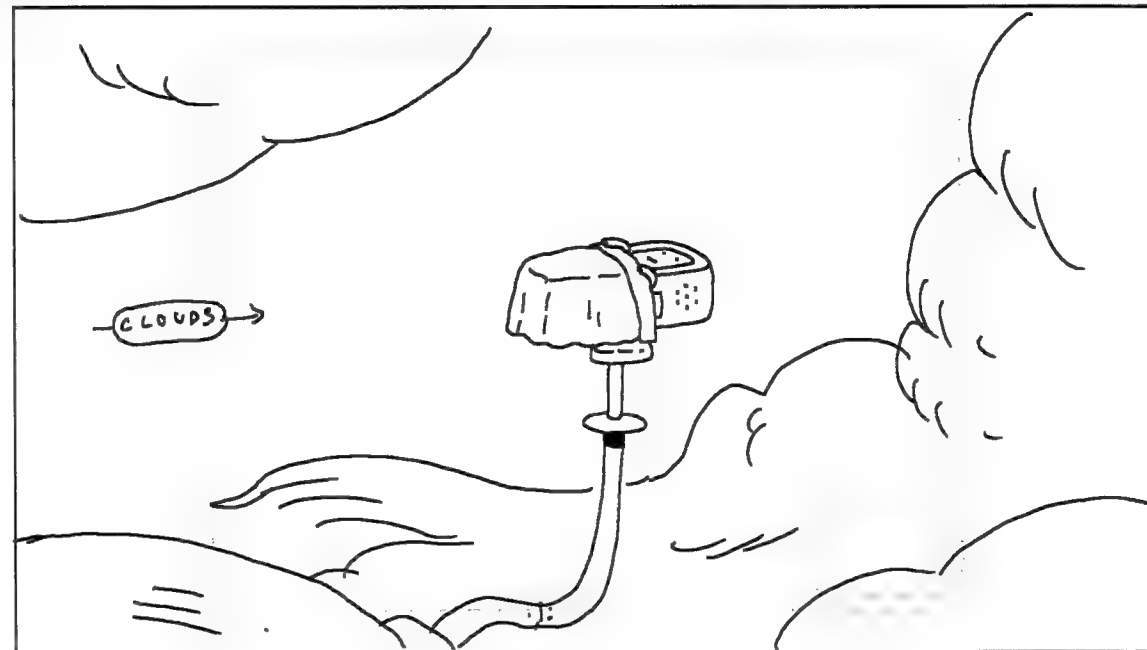


Sc. 42

Pnl. A

Bg.

day night



Dialog:

SFX WIND?

Action:

Timing:

CLOUD REF.



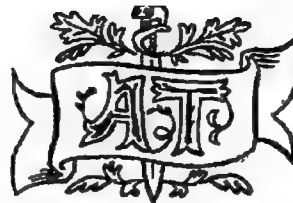
BMO ON
THE CHIMNEY.

Production :

EPISODE #

1025-195

ADVENTURE TIME



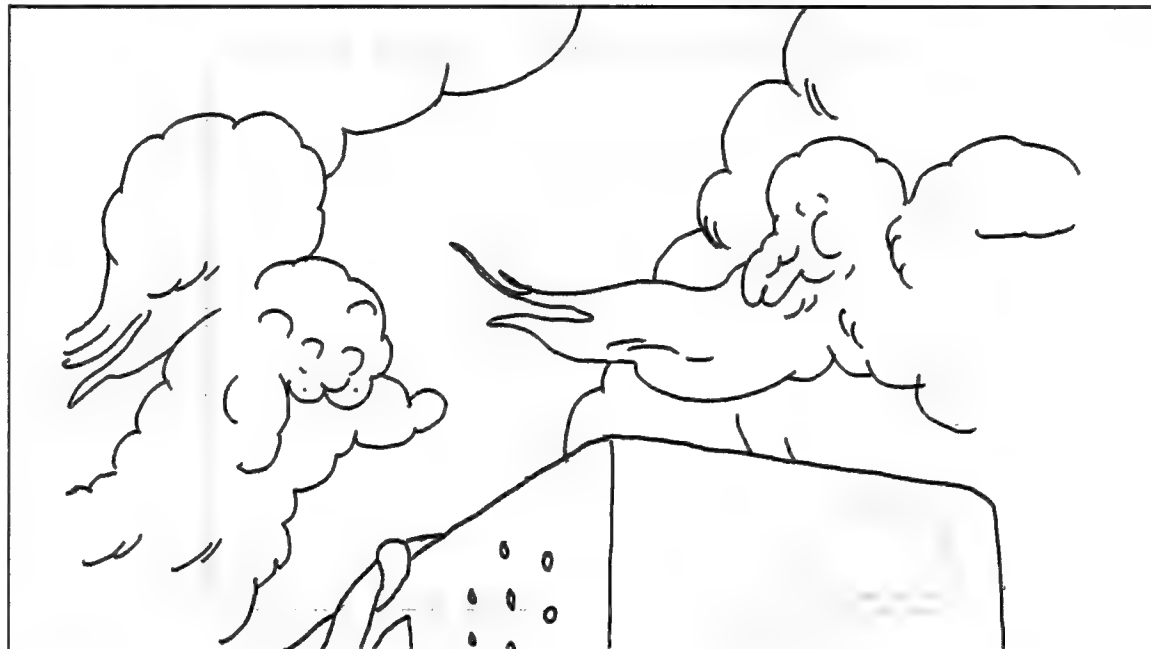
Page 63

Sc. 43

Pnl. A

Bg.

day night

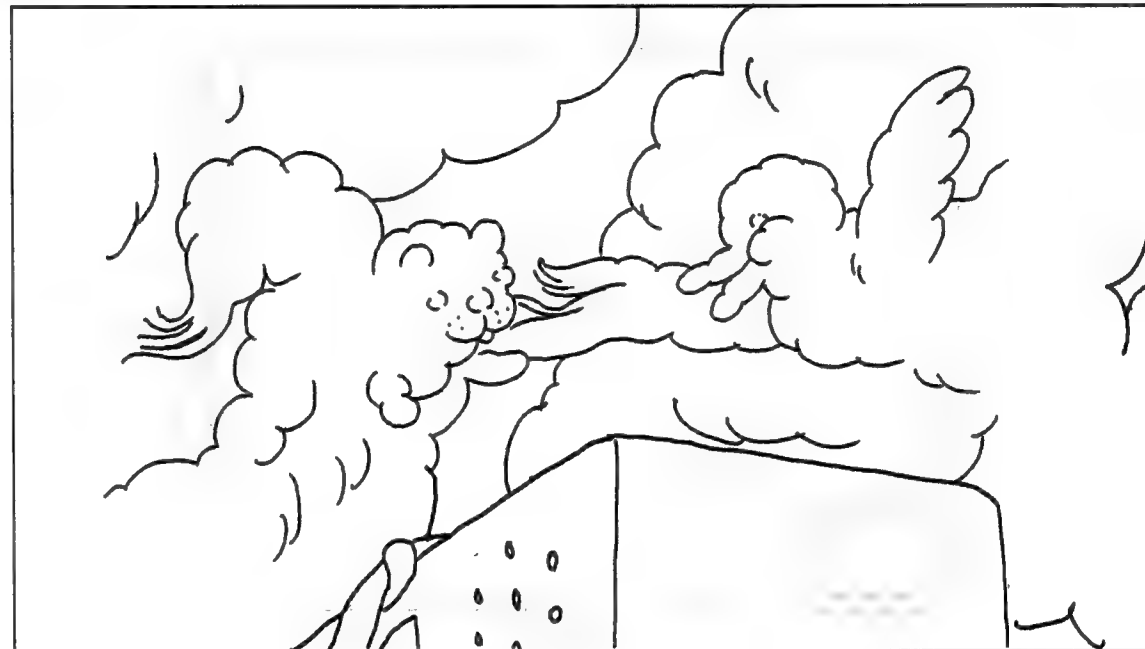


Sc. 43

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

A SQUIRREL & A BIRD

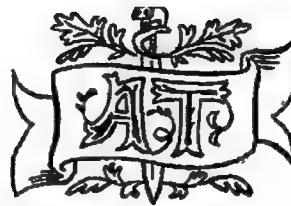
Production :

EPISODE #

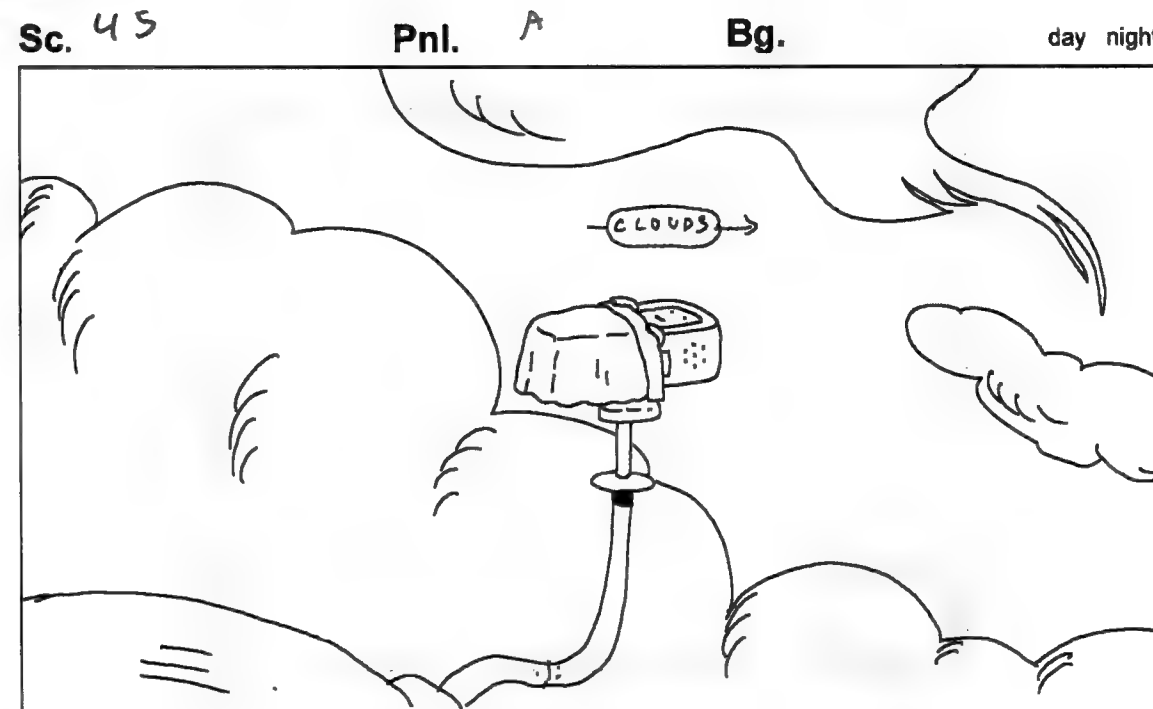
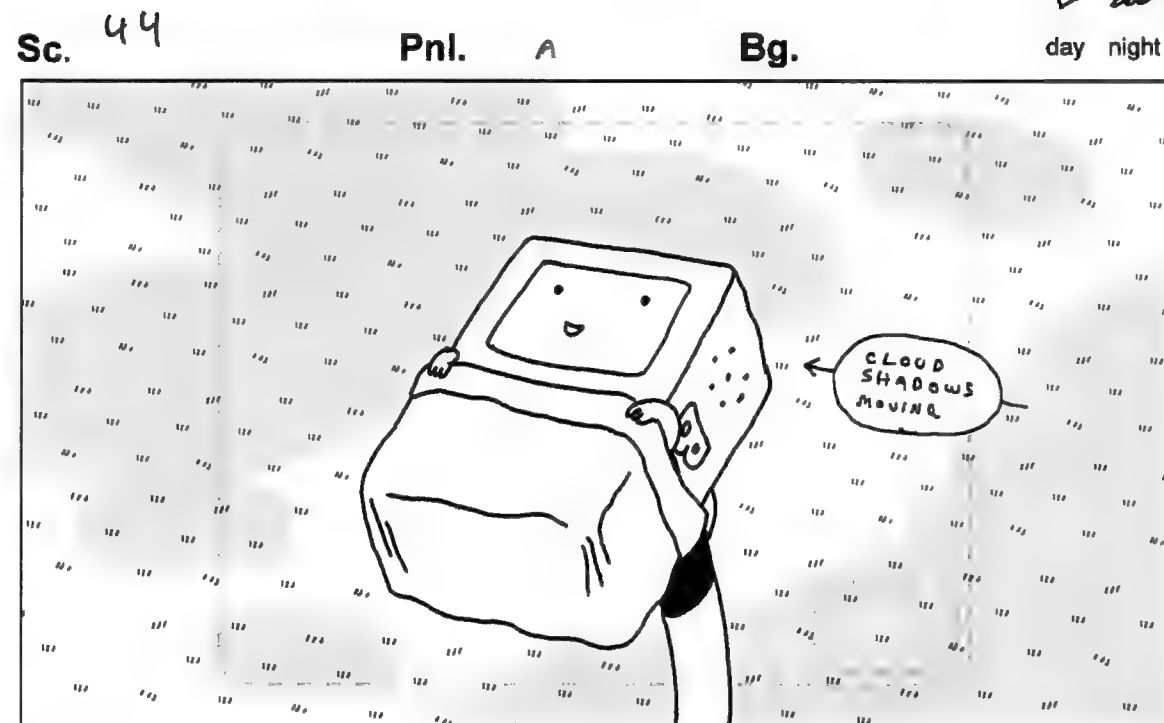
1025-195

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ADVENTURE TIME



Page 64



Dialog:

OH, COME ON.

Action:

Timing:

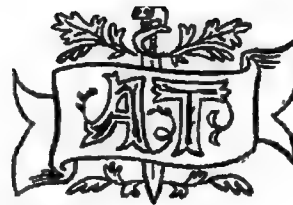
1025-105

EPISODE #

Production :

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ADVENTURE TIME



Page 69

Sc. 45

Pnl. B

Bg.

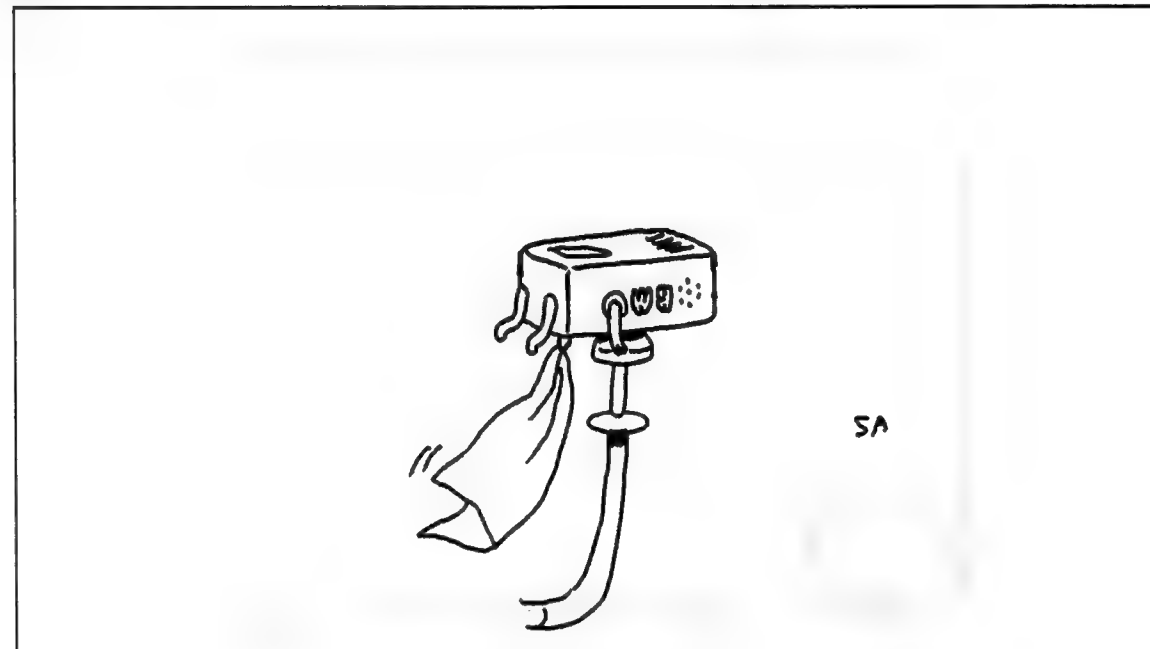
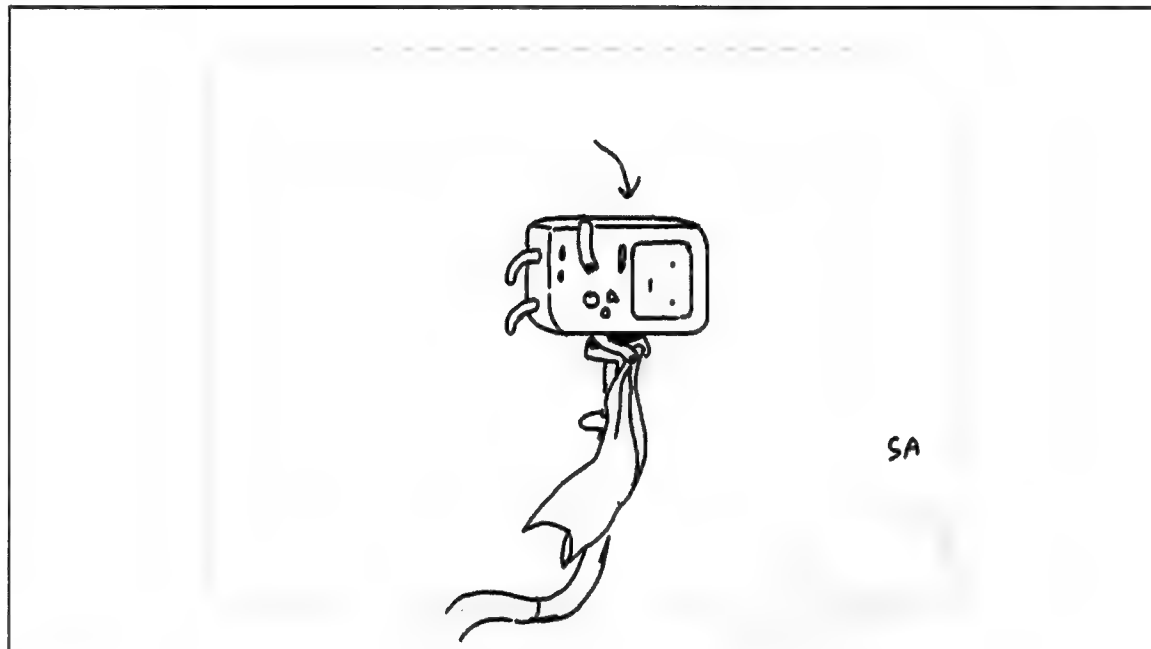
day night

Sc. 45

Pnl. C

Bg.

day night



Dialog:

Action:

FLIPS ONTO HIS BELLY.

Timing:

1025-195

EPISODE #

Production :

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ADVENTURE TIME



Sc. 46

Pnl. A

Bg.

day night

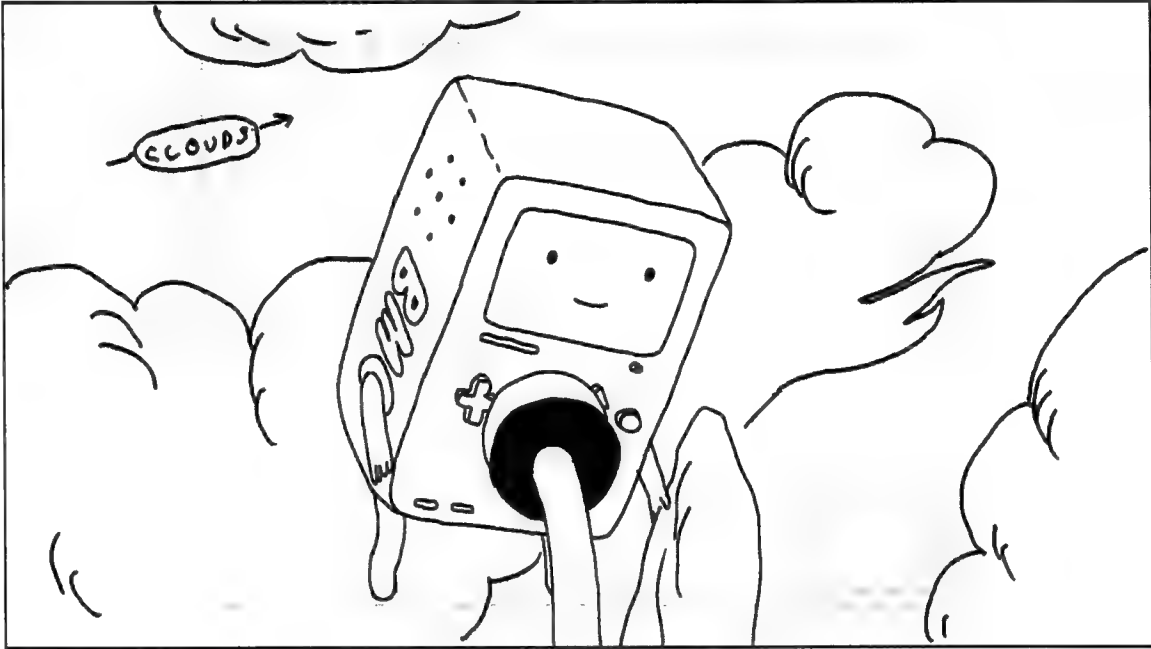


Sc. 47

Pnl. A

Bg.

day night



Dialog:

③/ (SMALL) IT'S FINN.

Action:

FINN, JAKE, & HOLE ON THE DISTANT
GROUND PLANE.

Timing:

EPISODE #

1025-195

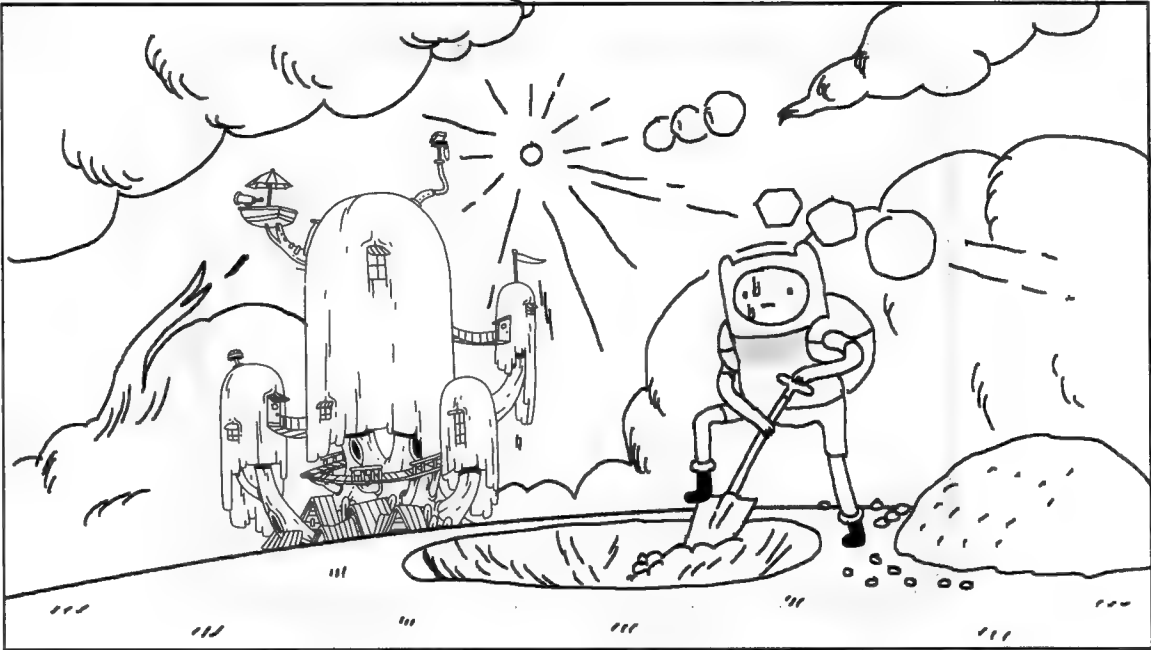
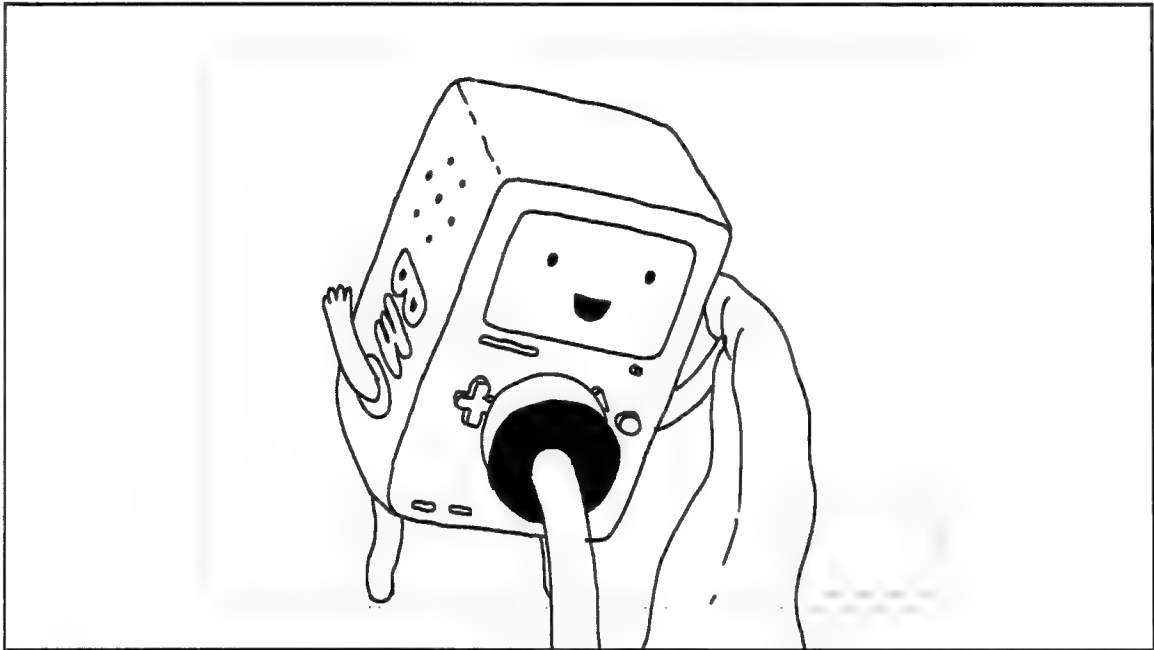
Production :

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ADVENTURE TIME



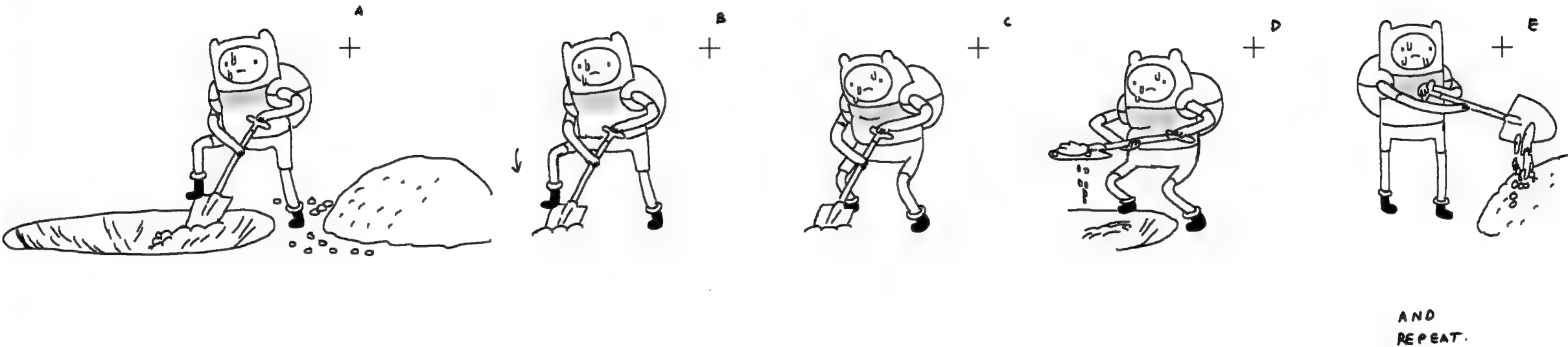
Sc. 47 Pnl. 8 Bg. day night Sc. 48 Pnl. A Bg. day night



Dialog:	Ⓑ HEY FINN, I'M A WEATHERVANE !!!	Ⓑ HEY FINN, I'M A WEATHERVANE !!!
Action:		
Timing:		

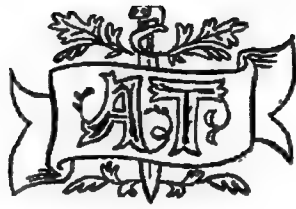
1025-195
EPISODE #
Production :

ADVENTURE TIME



Dialog:	ⓑ HEY FINN, I'M A WEATHERVANE !!!	ⓑ HEY FINN, I'M A CLIFF DIVER !!!
Action:		
Timing:		

ADVENTURE TIME

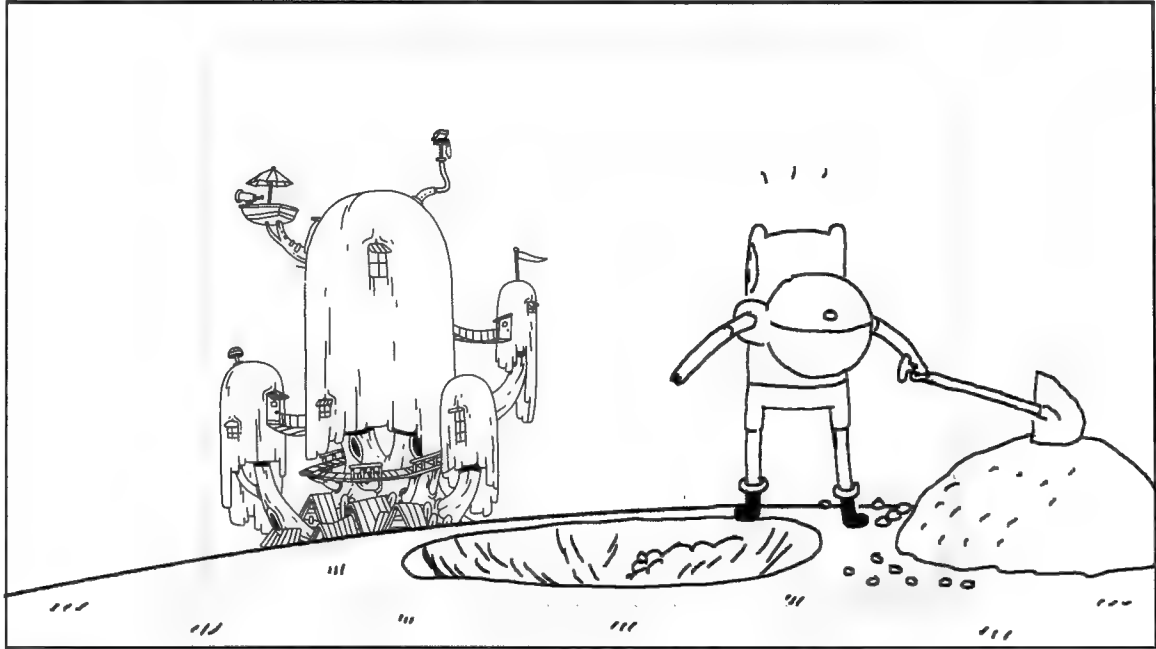


Sc. 48

Pnl. B

Bg.

day night

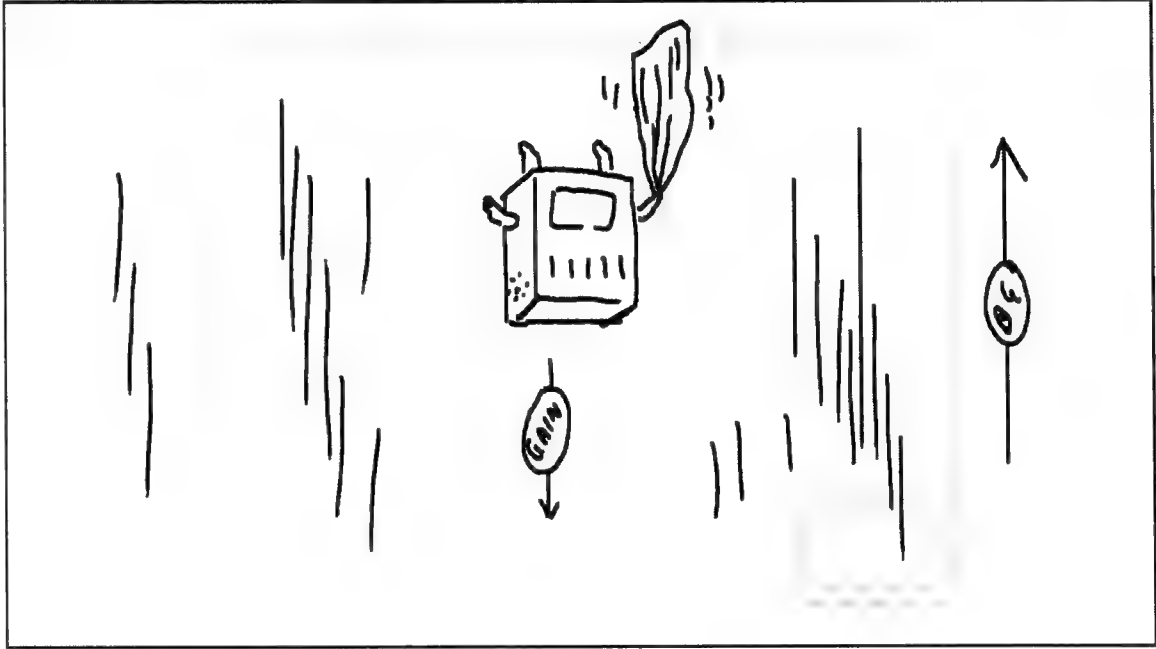


Sc. 49

Pnl. A

Bg.

day night



Dialog:

F / WHAT!

Action:

Timing:

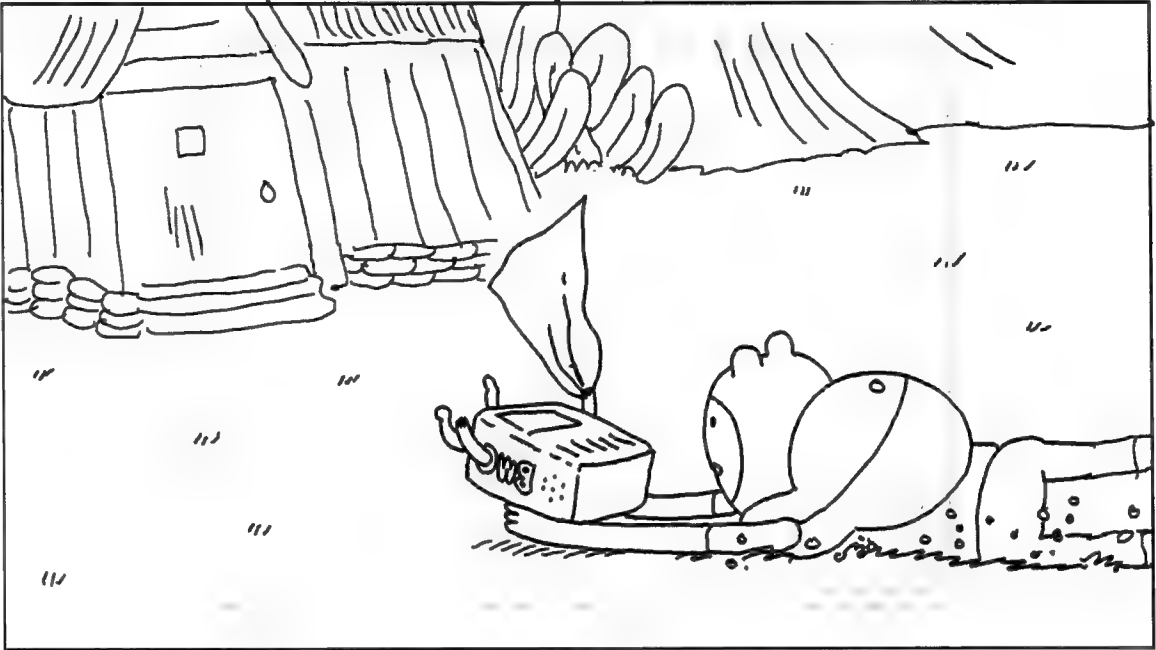
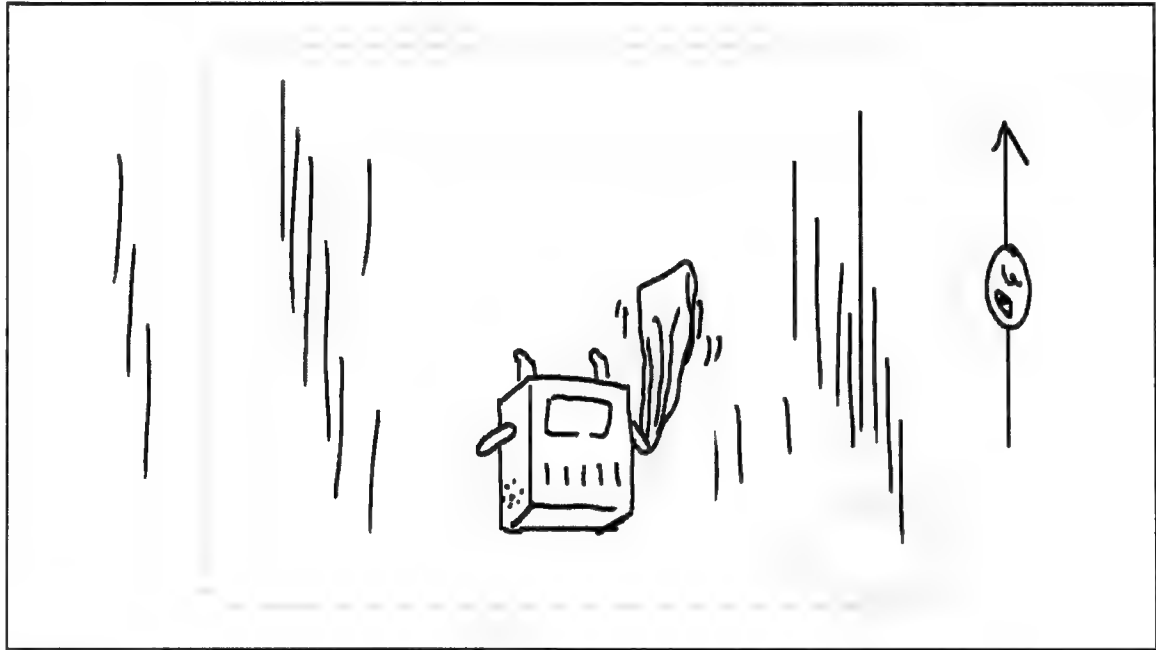
EPISODE # 1025-195

Production :

ADVENTURE TIME



Sc. 49 Pnl. 8 Bg. day night Sc. 49 Pnl. c Bg. day night

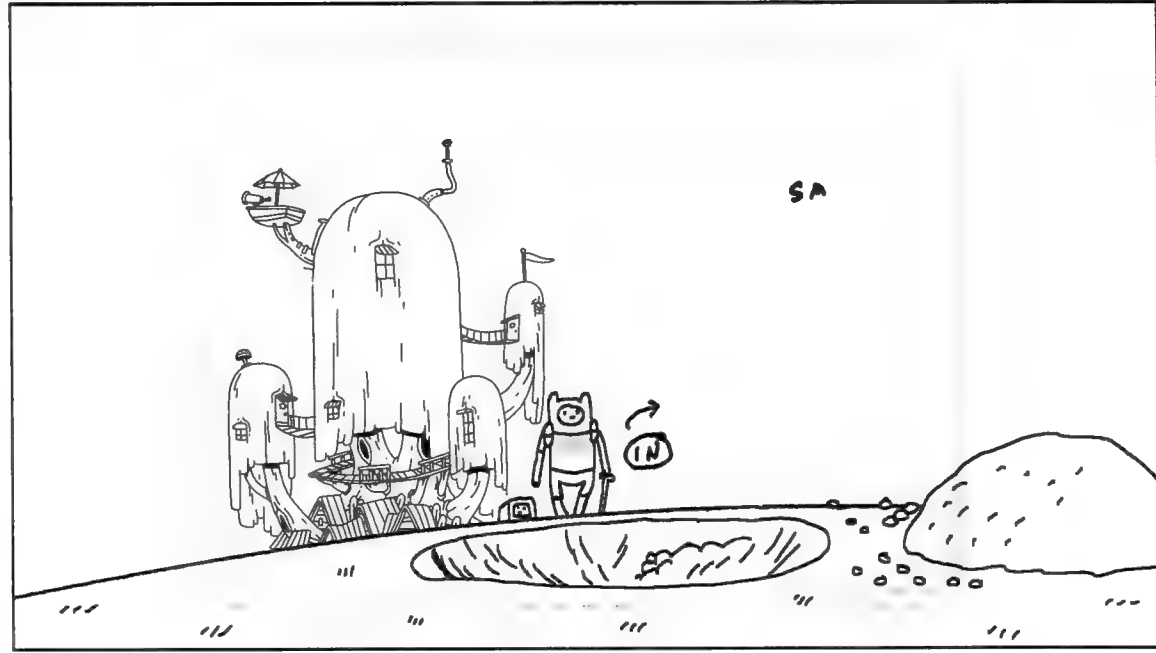
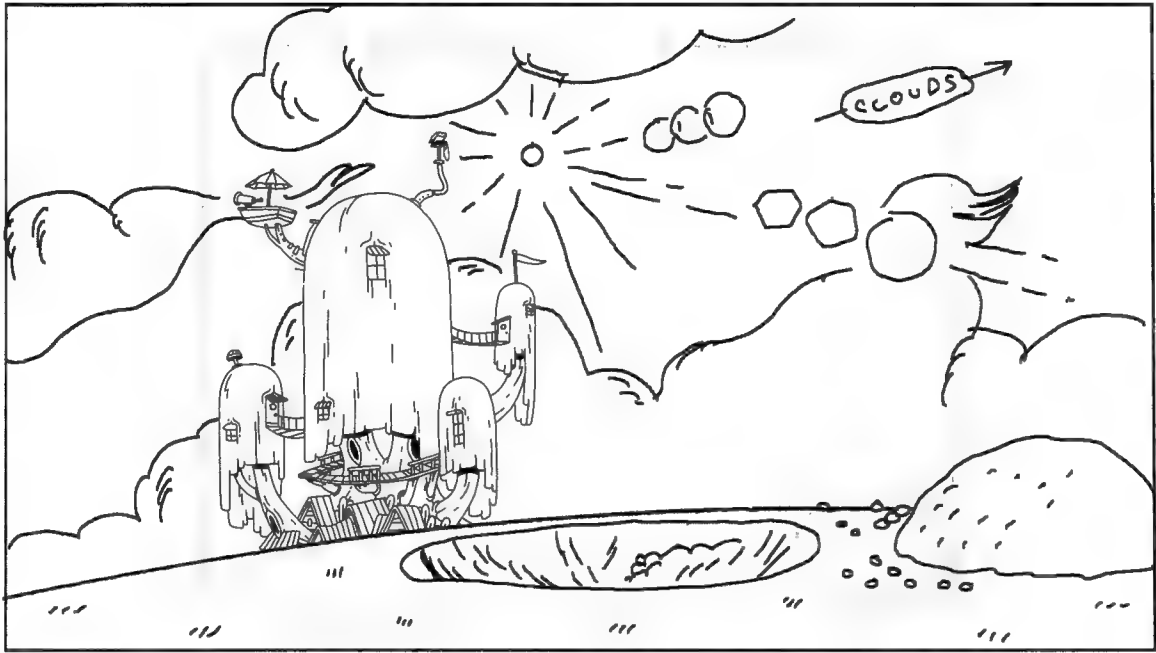


Dialog:	E OOF !
Action:	
Timing:	

ADVENTURE TIME



Sc. 50 Pnl. A Bg. day night Sc. 50 Pnl. B Bg. day night



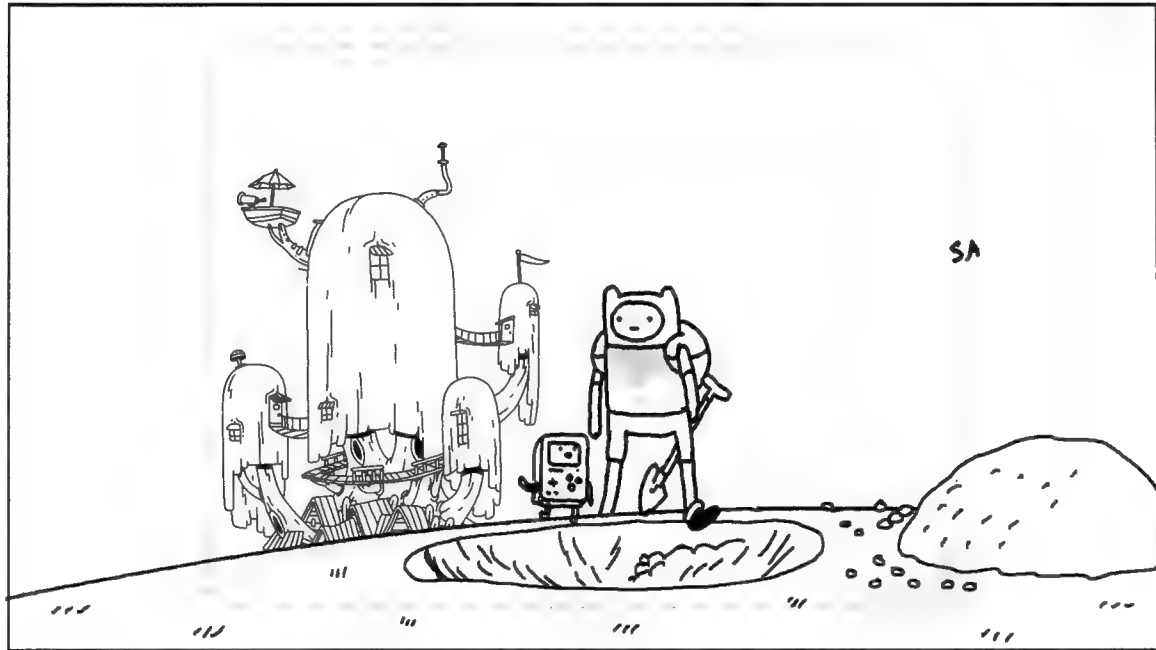
Dialog:
⑤ BMO, YOU GOTTA LET ME DIG THIS HOLE. IT'S IMPORTANT.
Action:
Timing:

EPISODE # 1025-19S
Production :

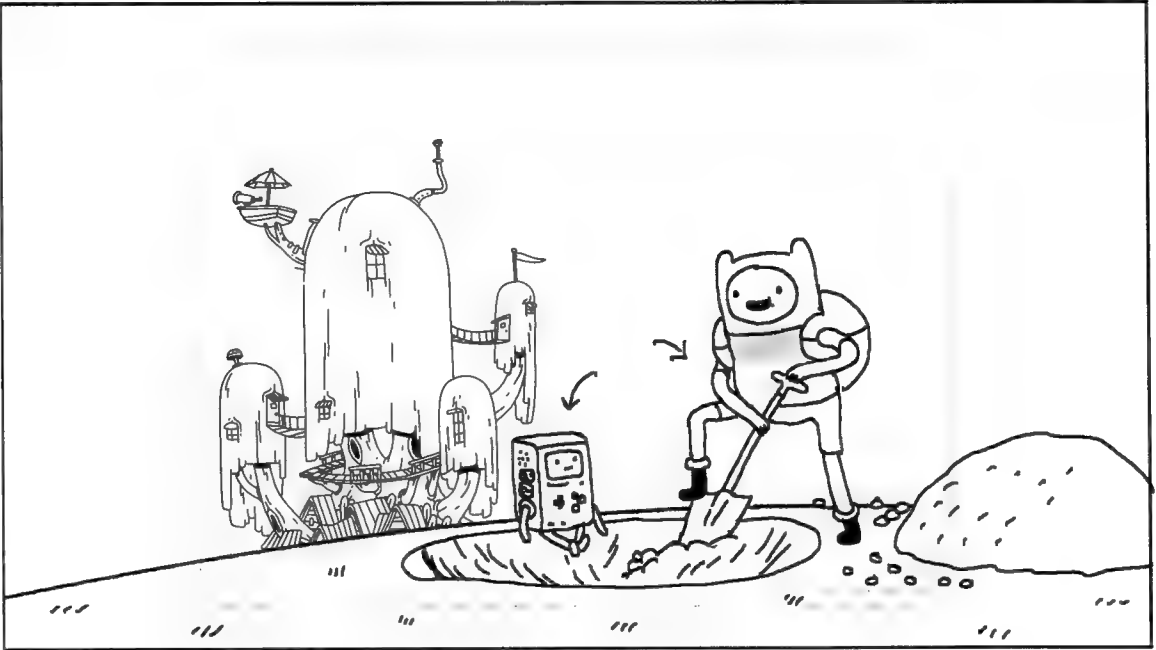
ADVENTURE TIME



Sc. 50 Pnl. C Bg. day night



Sc. 50 Pnl. D Bg. day night



Dialog:
<p><u>B</u> A HOLE YOU SAY!</p> <p><u>E</u> YEAH!</p>
Action:
Timing:

EPISODE # 1025-195
Production :

ADVENTURE TIME

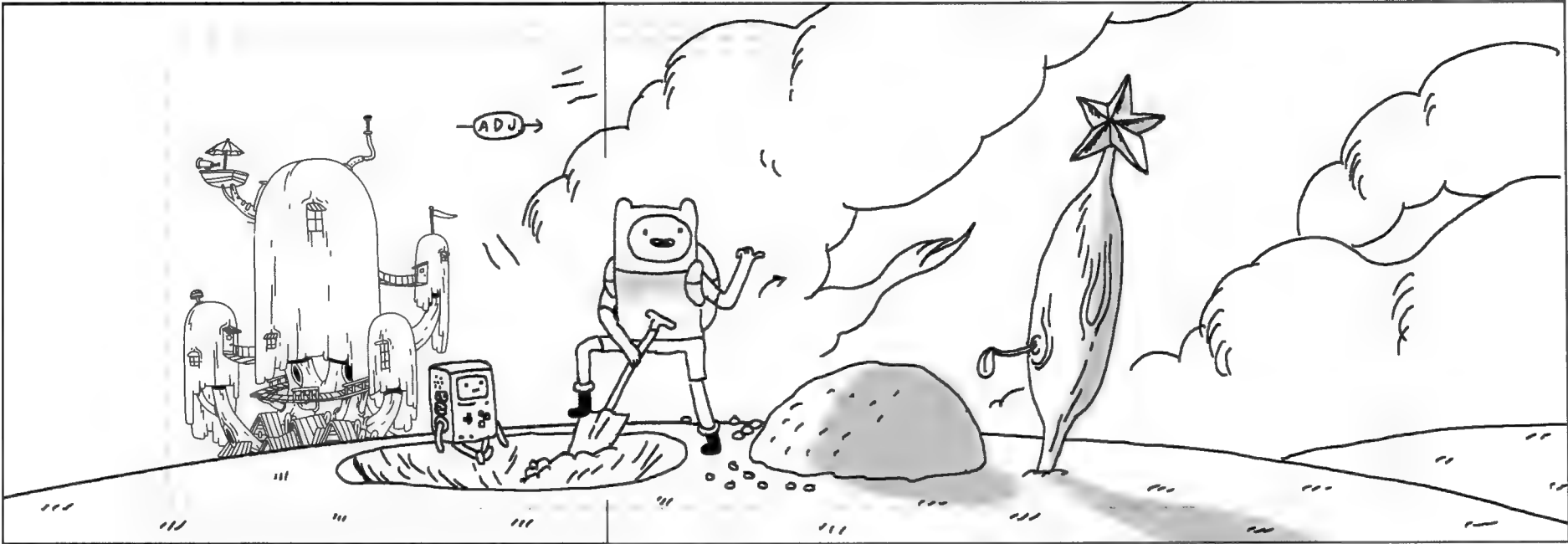


Sc. 50

Pnl. 6

Bg.

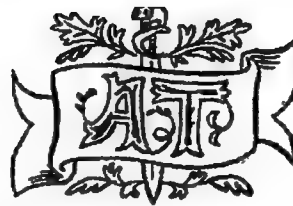
day night



Dialog:	ⓔ WE BEAT THIS EVIL WIZARD, SEE, AND WE STOLE HIS GIANT WAND
Action:	
Timing:	

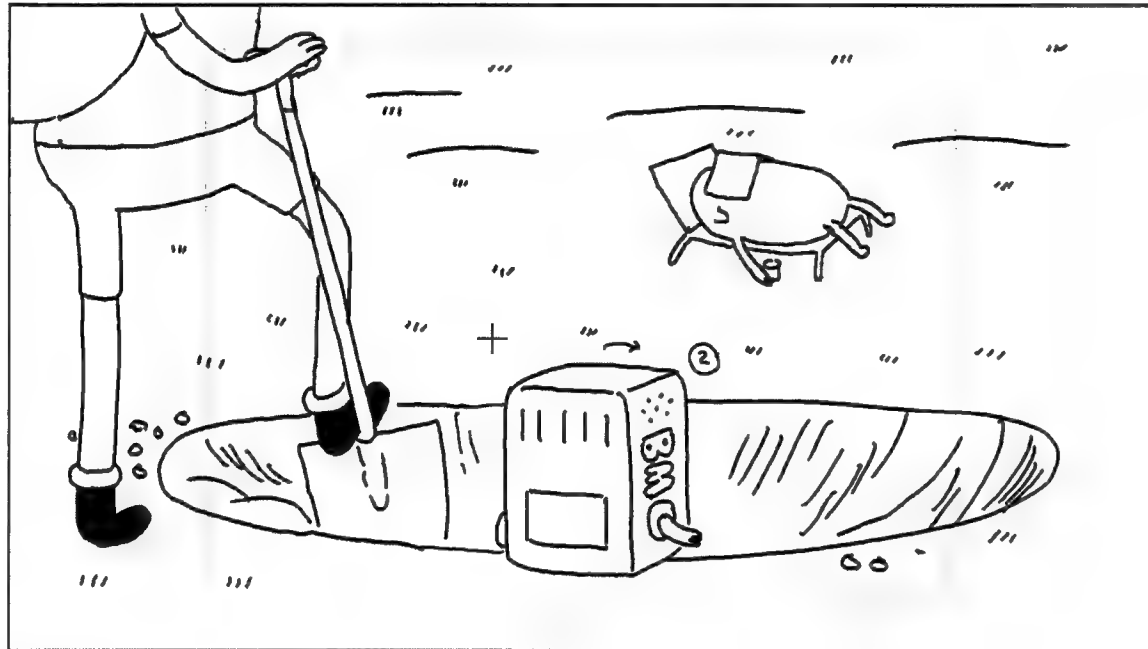
1025-195
EPISODE #
Production :

ADVENTURE TIME

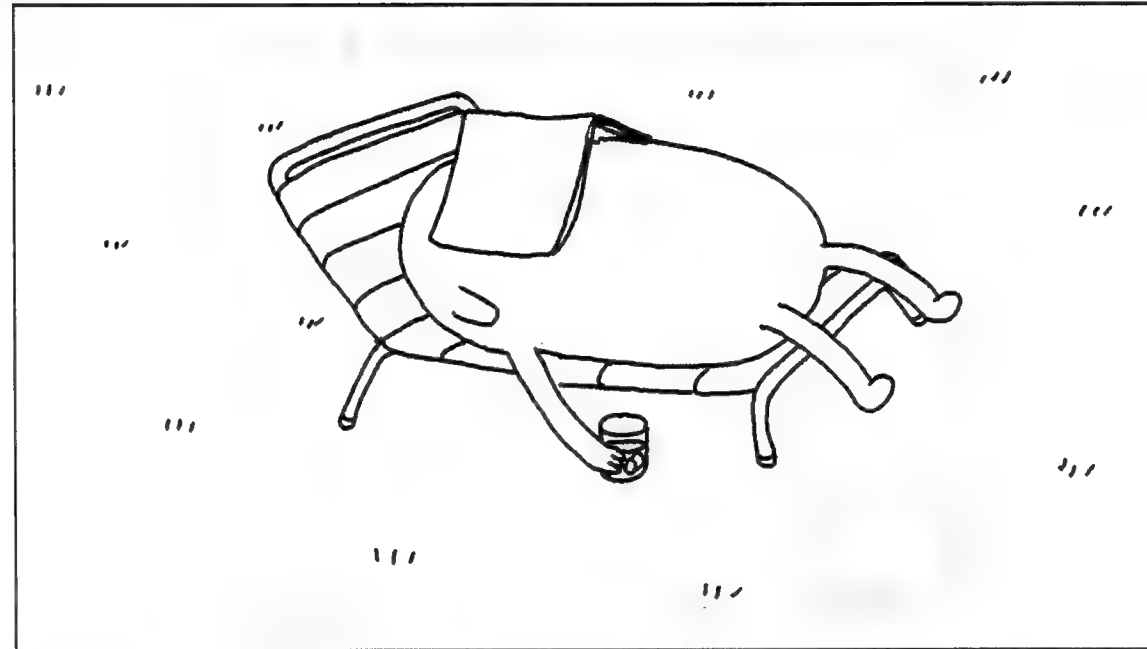


Page 74

Sc. 51 Pnl. A Bg. day night



Sc. 52 Pnl. A Bg. day night

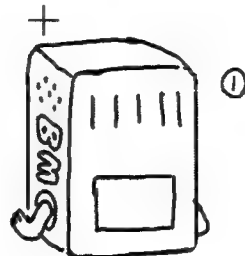


Dialog:

(JAKE CLEARS HIS THROAT)

DON'T LISTEN TO HIM, BMO.
① I BEAT THE WIZARD, SO I'M
MAKING FINN DIG THE HOLE, EVEN THOUGH
I DO IT IN LIKE TWO SECONDS.

Action:



Timing:

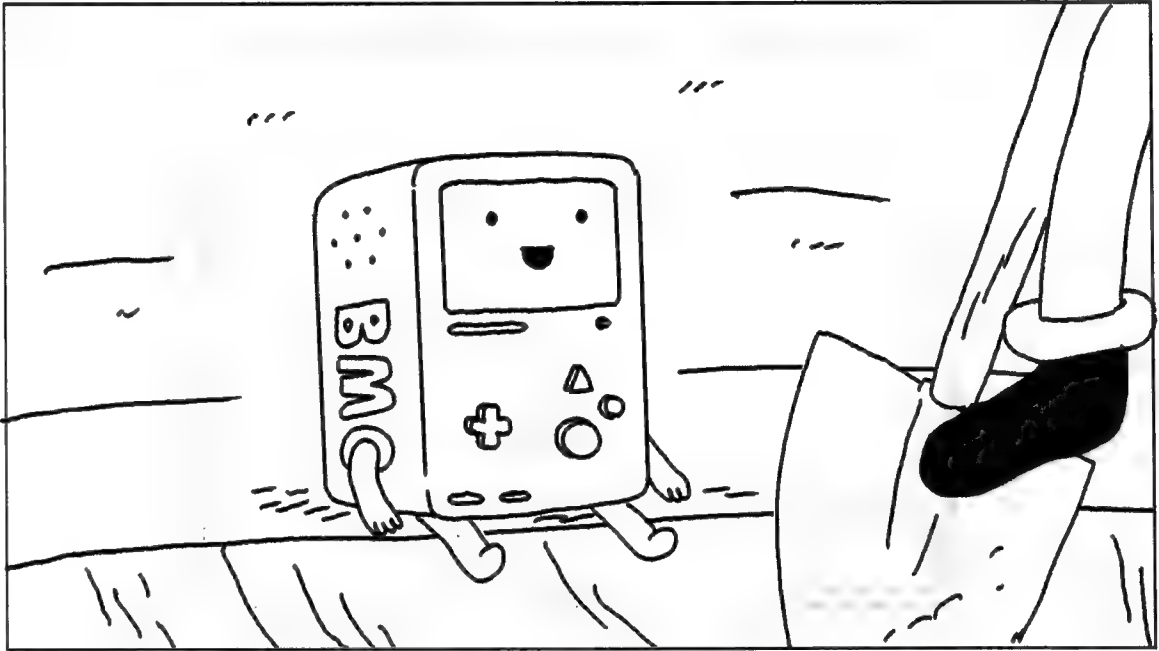
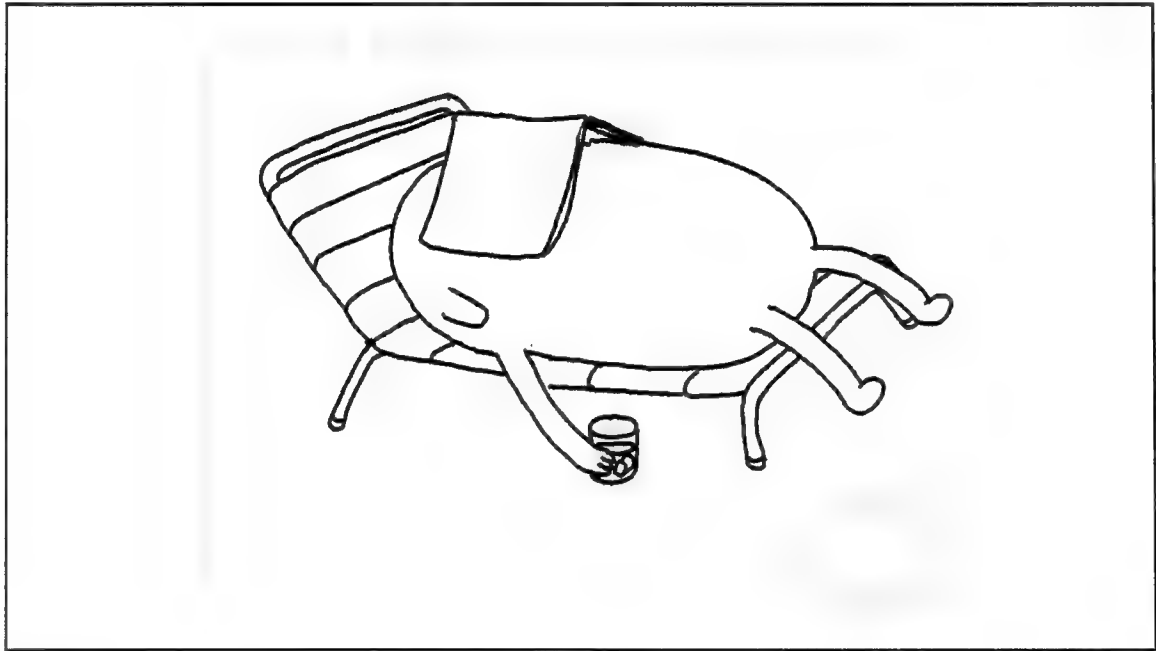
EPISODE # 1025-195

Production :

ADVENTURE TIME



Sc. 52 Pnl. 3 Bg. day night Sc. 53 Pnl. A Bg. day night



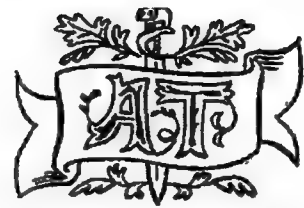
Dialog:
Q HEH ! HEH ! HEH !
A RUDE .
Action:
Timing:

EPISODE # 1025-195

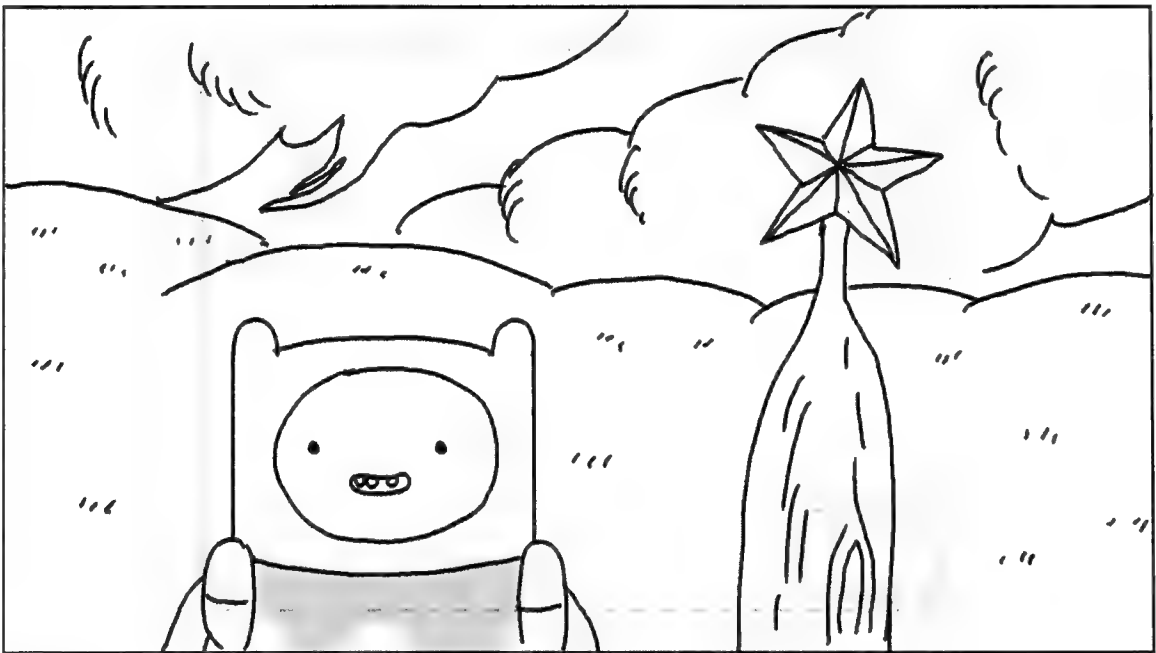
Production :

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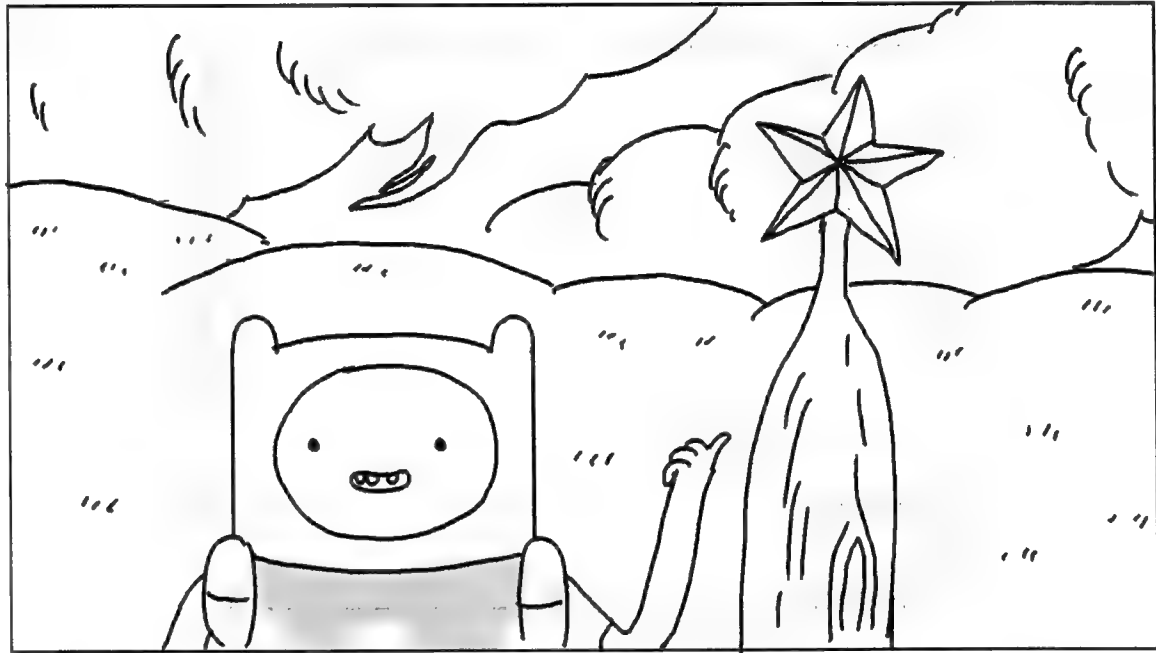
ADVENTURE TIME



Sc. 54 Pnl. A Bg. day night



Sc. 54 Pnl. B Bg. day night



Dialog:

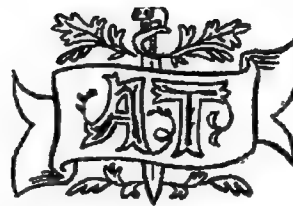
Ⓕ EITHER WAY THIS WAND IS CRAZY POWERFUL, RIGHT? IT'S A THOUGHT CANNON.

Action:

Timing:

EPISODE # 1025-195
Production :

ADVENTURE TIME

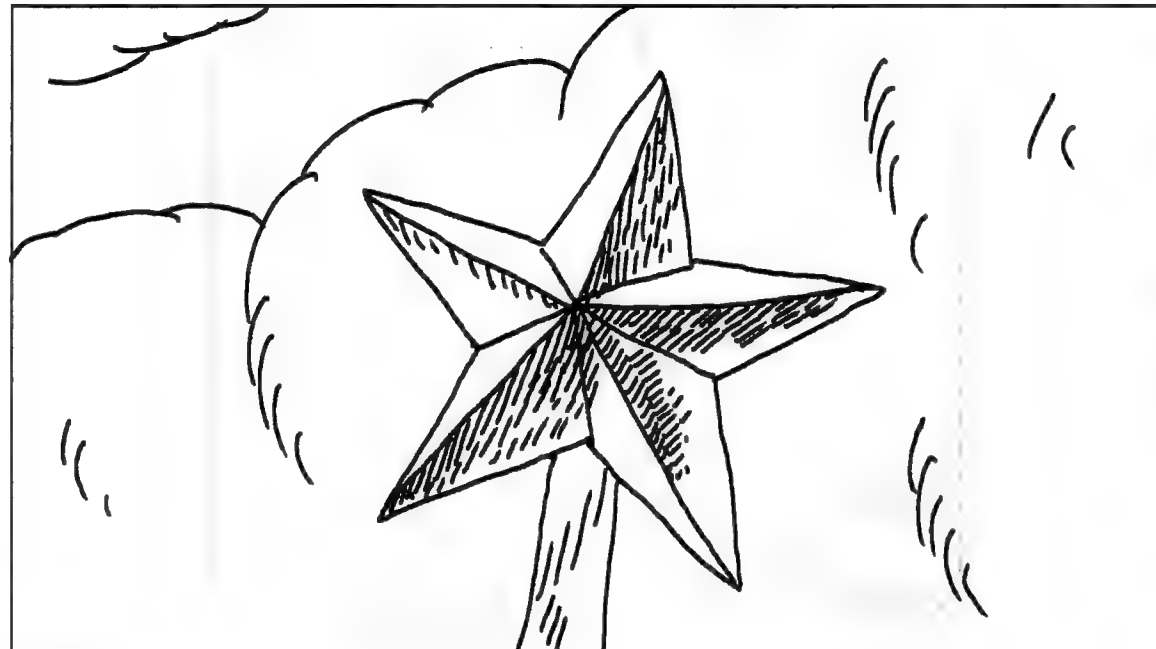


Sc. SS

Pnl. A

Bg.

day night

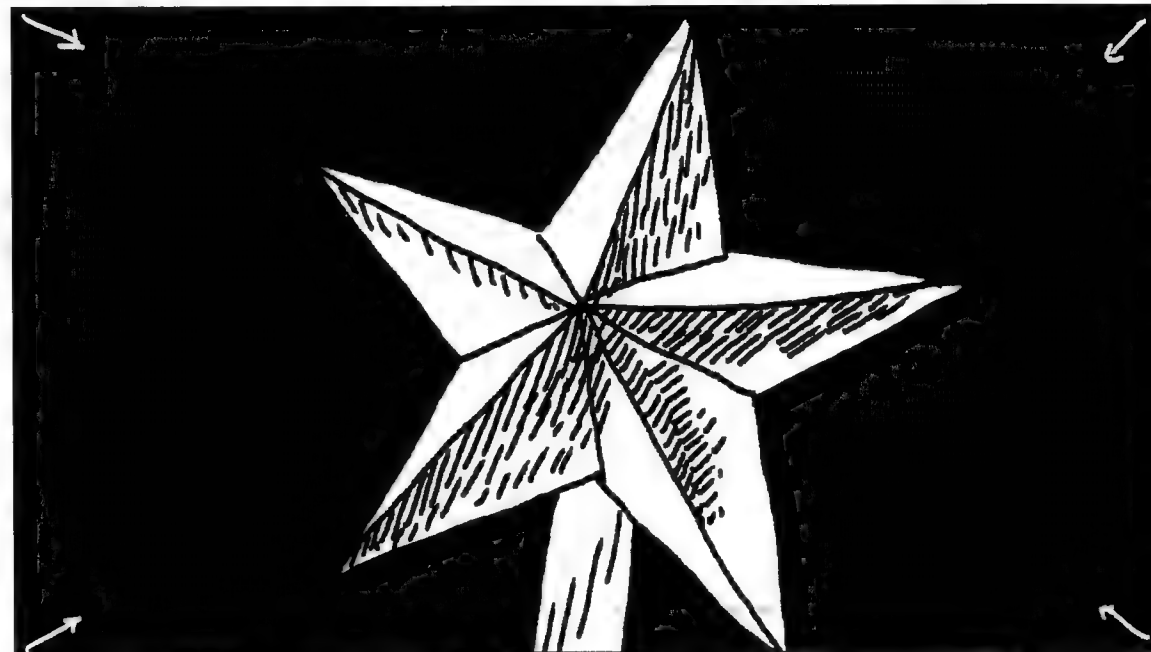


Sc. SS

Pnl. B

Bg.

day night



Dialog:

(F) IT MAKES ANYTHING THAT YOU THINK OF TURN REAL.

Action:

Timing:

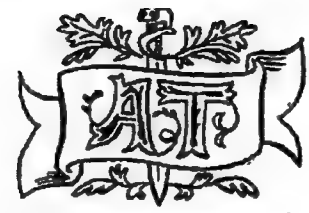
1025-10S

EPISODE #

Production :

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ADVENTURE TIME

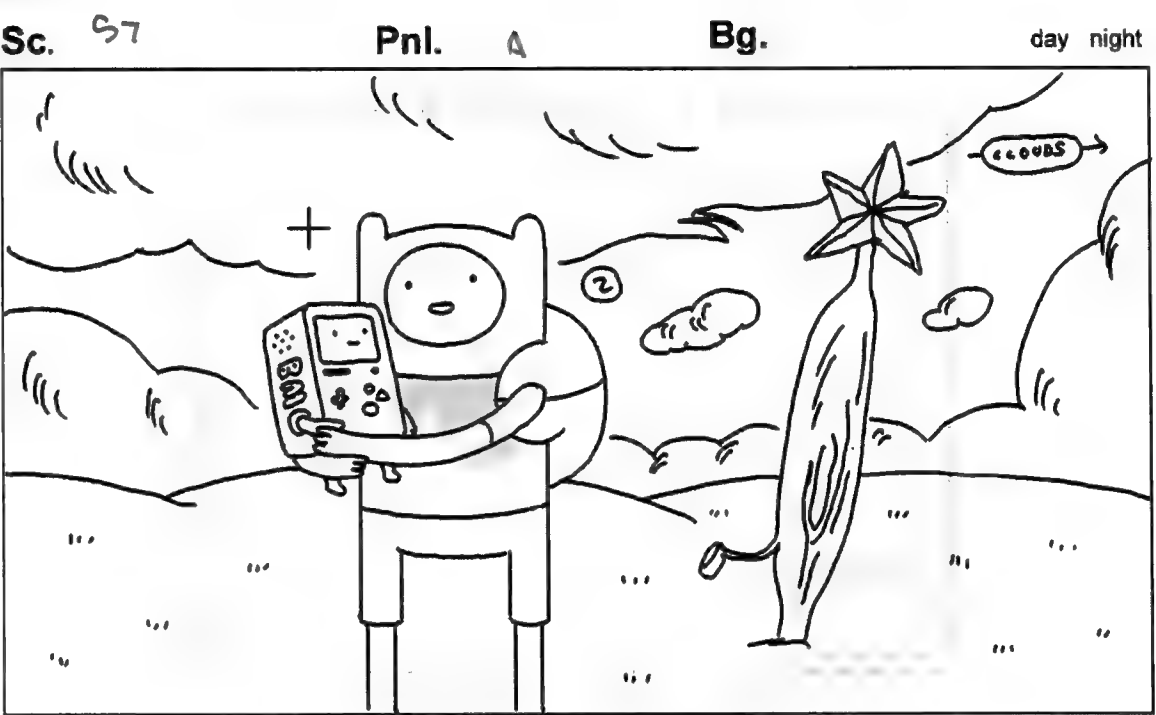
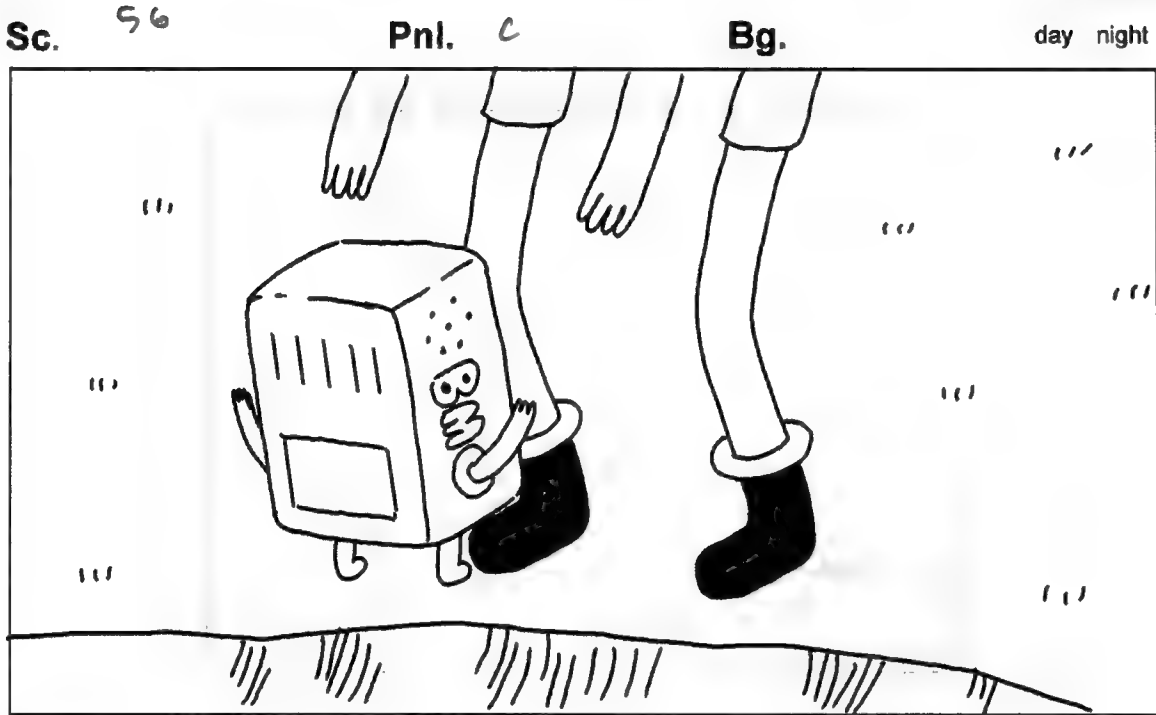


Sc. 56	Pnl. A	Bg.	day night	Sc. 56	Pnl. B	Bg.	day night

Dialog:	<p><u>BMO</u> (QUIET) UP PLEASE.</p>
Action:	<p>TUGS ON HIS SOCK</p>
Timing:	

1025-195
EPISODE #
Production :

ADVENTURE TIME



Dialog:

Action:

Timing:

YEAH SO IT'S TOO STRONG
+ SO WE'RE BURYING IT FOR SAFETY.

OH MY GOSH, ARE THE
CLOUDS A PAIN IN THE BUTT?
-sw.

EPISODE # 1025-195

Production :

ADVENTURE TIME



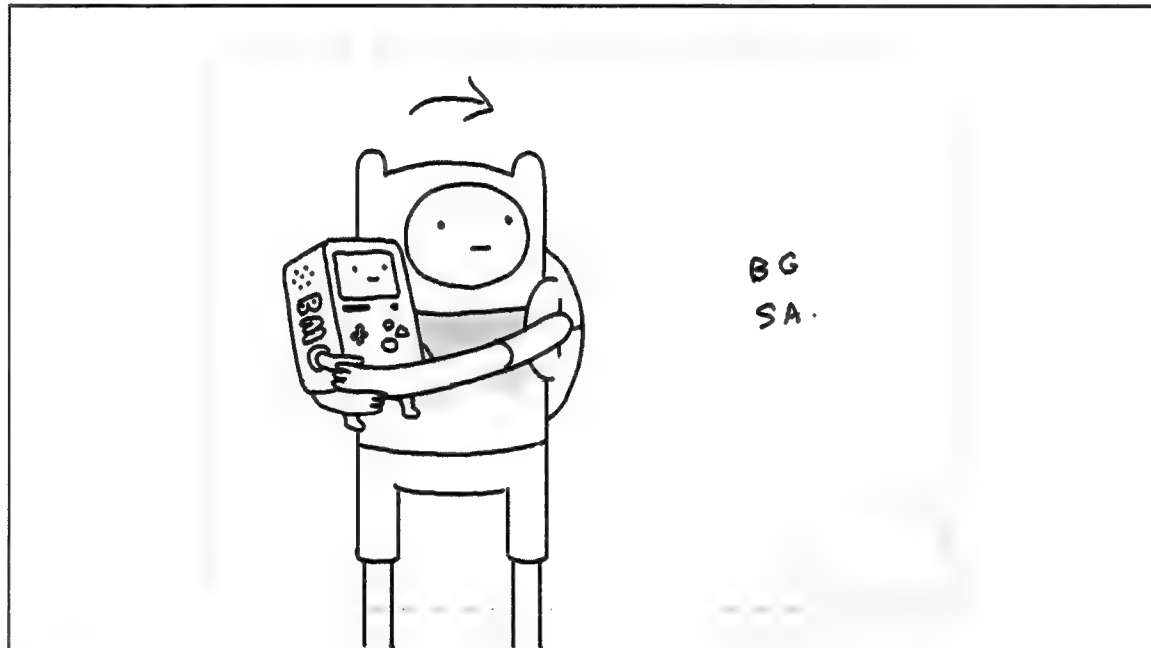
Page 80

Sc. 57

Pnl. B

Bg.

day night

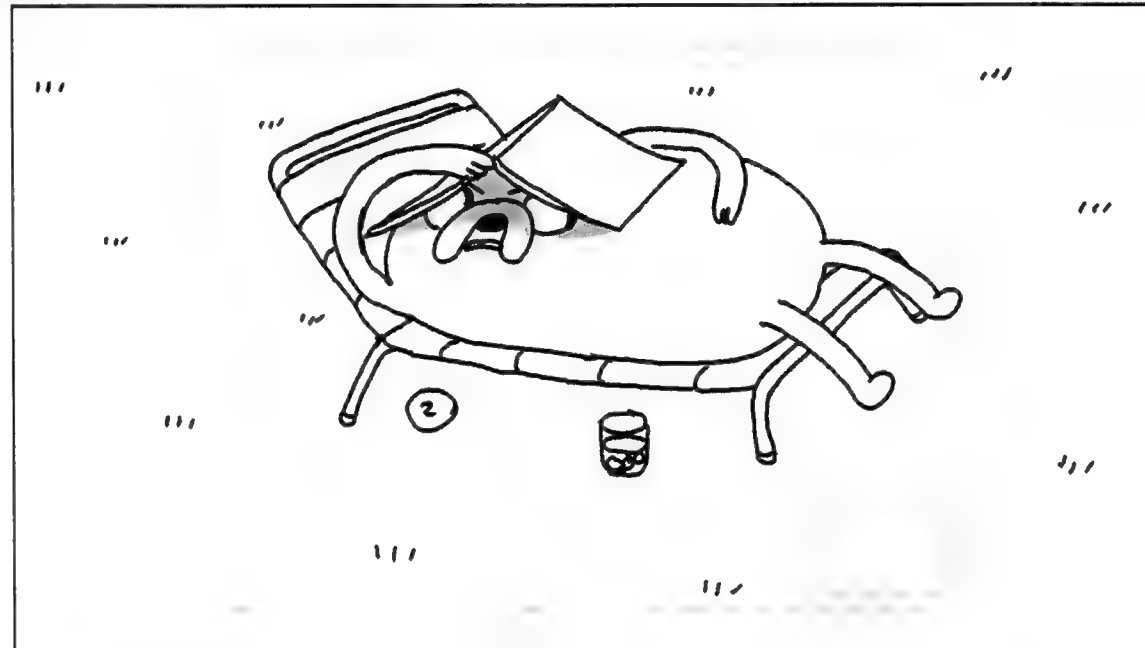


Sc. 58

Pnl. A

Bg.

day night



Dialog:

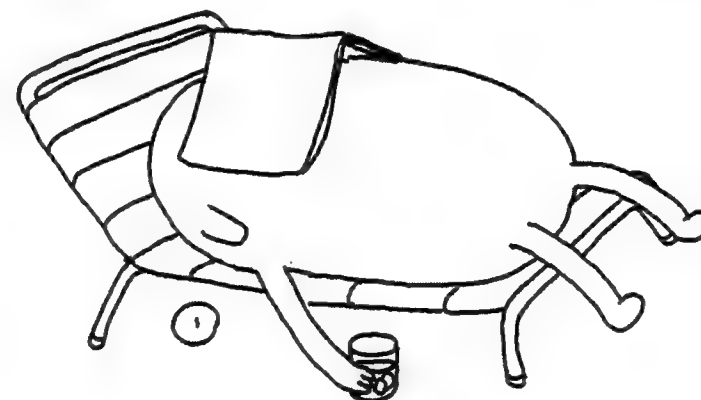
(J/OS) I'LL TELL YOU WHAT I'D
DO.

Action:

Timing:

(J/CONT)

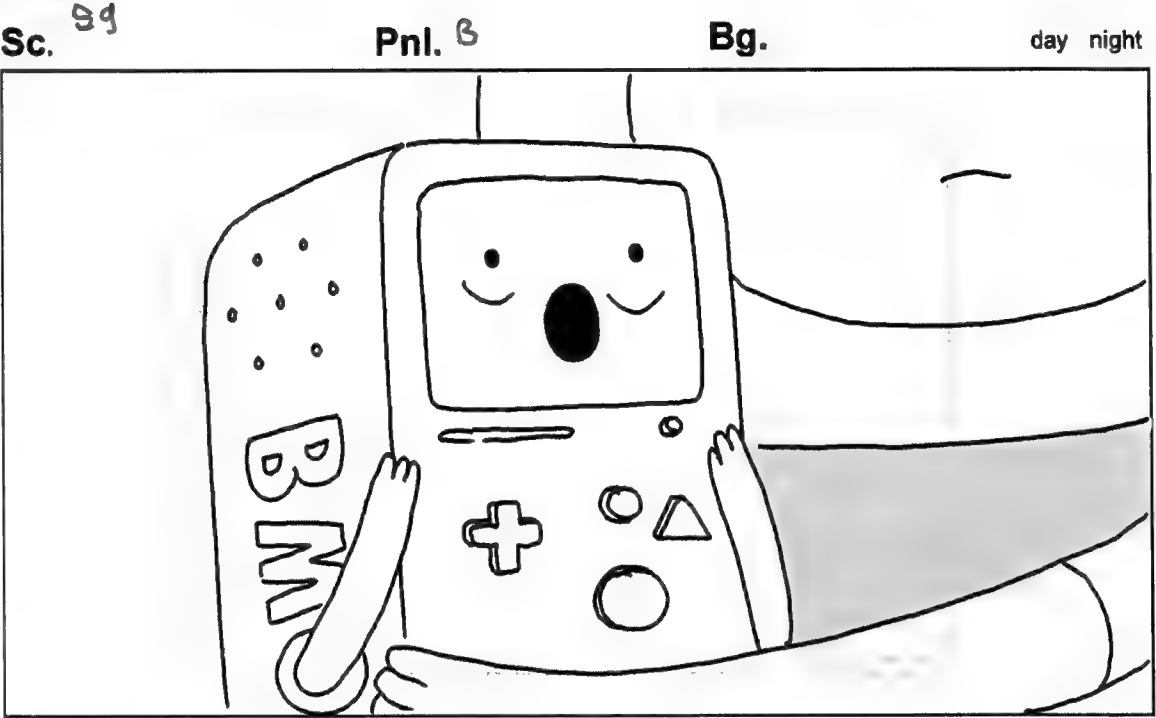
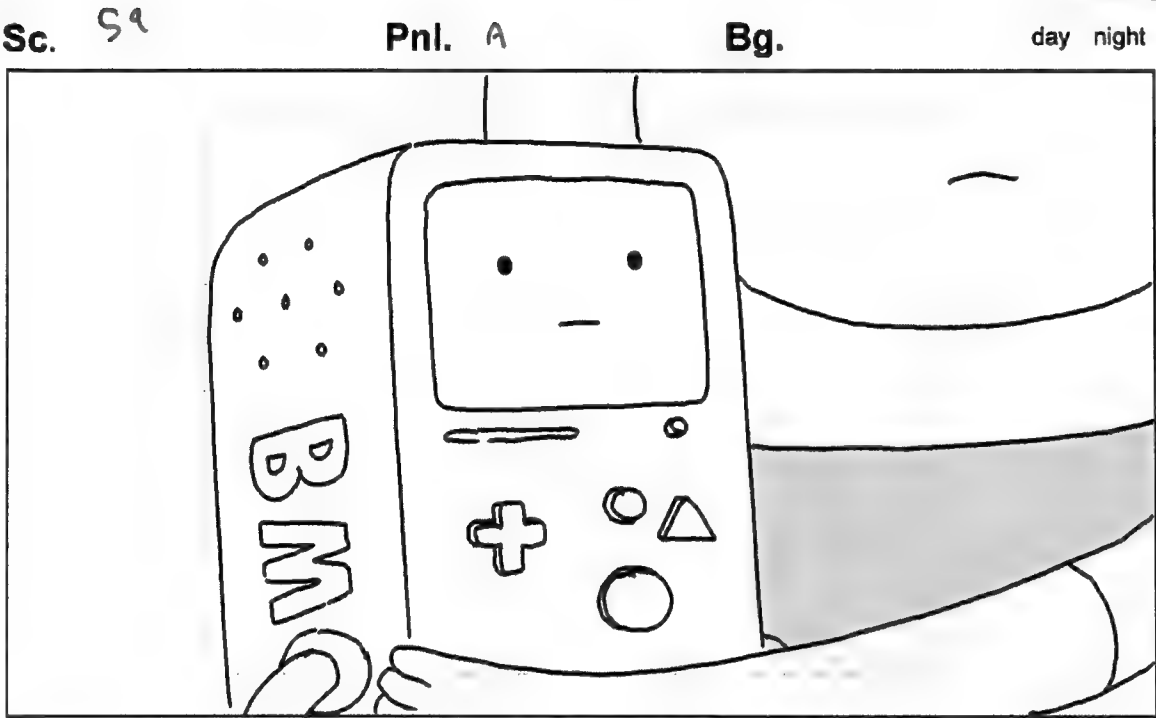
I'D USE THAT CANNON AND
IMAGINE A HOLE .



EPISODE # 1025-195

Production :

ADVENTURE TIME



Dialog:	ⓑ ≡ GASP! ≡ JAKE REMEMBER WHAT THEY SAY ABOUT "ABSOLUTELY POWER"
Action:	S.P.-
Timing:	

1025- 1a5
EPISODE #
Production :

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
60	A				60	B			

Dialog:	① I'M TIRED OF YOUR WISDOM , BMO .
Action:	S . P .
Timing:	

ADVENTURE TIME



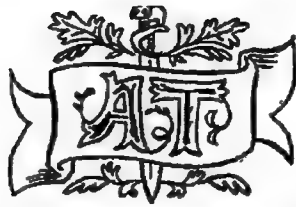
Sc. 61	Pnl. A	Bg.	day night	Sc. 61	Pnl. B	Bg.	day night

Dialog: ② ①: UHH?		① NOW WATCH AND LEARN.	
Action: ② GRUNTS GETTING UP.		① JAKE WALKS LIKE JOHN WAYNE. STIFF.	
Timing:			

EPISODE # 1025-19S
Production :

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ADVENTURE TIME



Sc. 62

Pnl. A

Bg.

day night

Sc. 62

Pnl. B

Bg.

day night

Dialog:

Action:

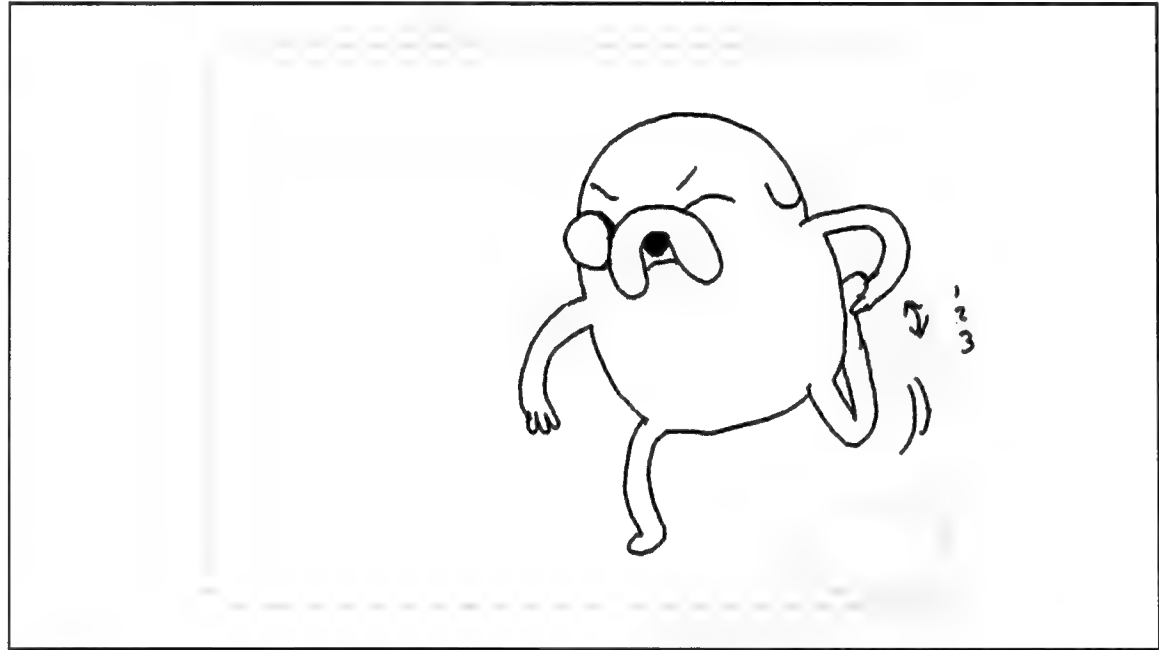
JAKE JOHN WAYNES IN.

Timing:

ADVENTURE TIME



Sc. 62 Pnl. C Bg. day night Sc. 62 Pnl. D Bg. day night



Dialog:

SFX = CRACK =

Action:

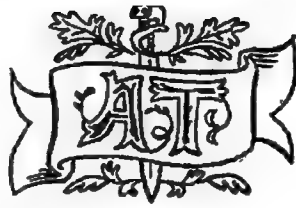
STRETCHES OUT HIS LEG. CRACKS FINGERS.

Timing:

①

EPISODE # 1025-195
Production :

ADVENTURE TIME

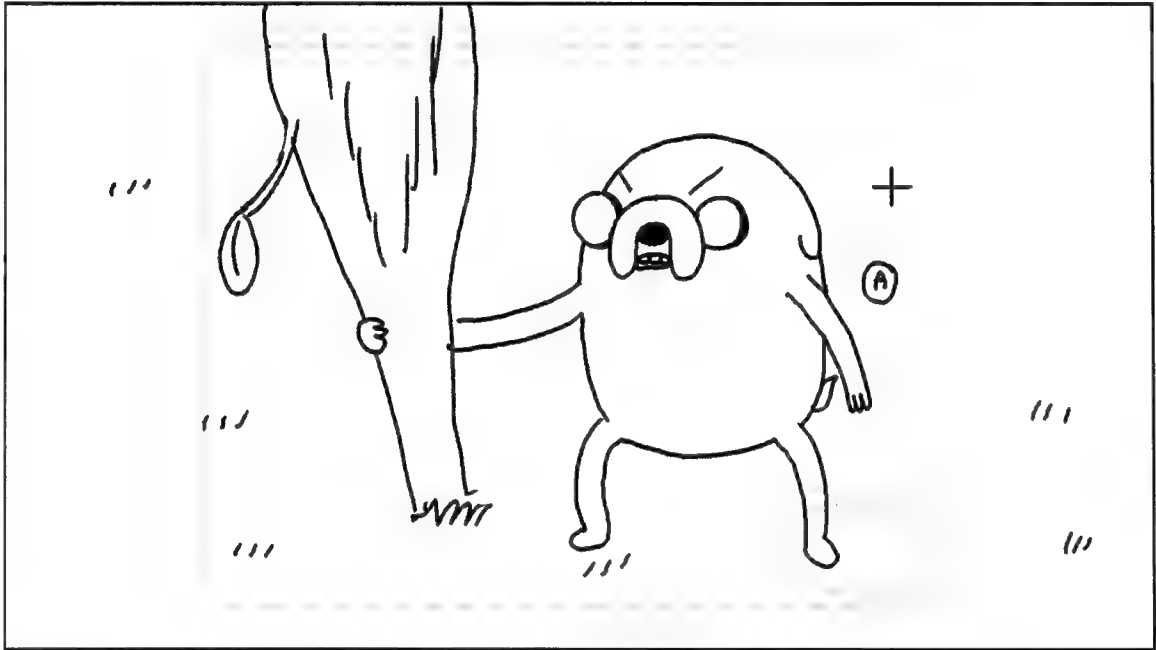


Sc. 62

Pnl. E

Bg.

day night

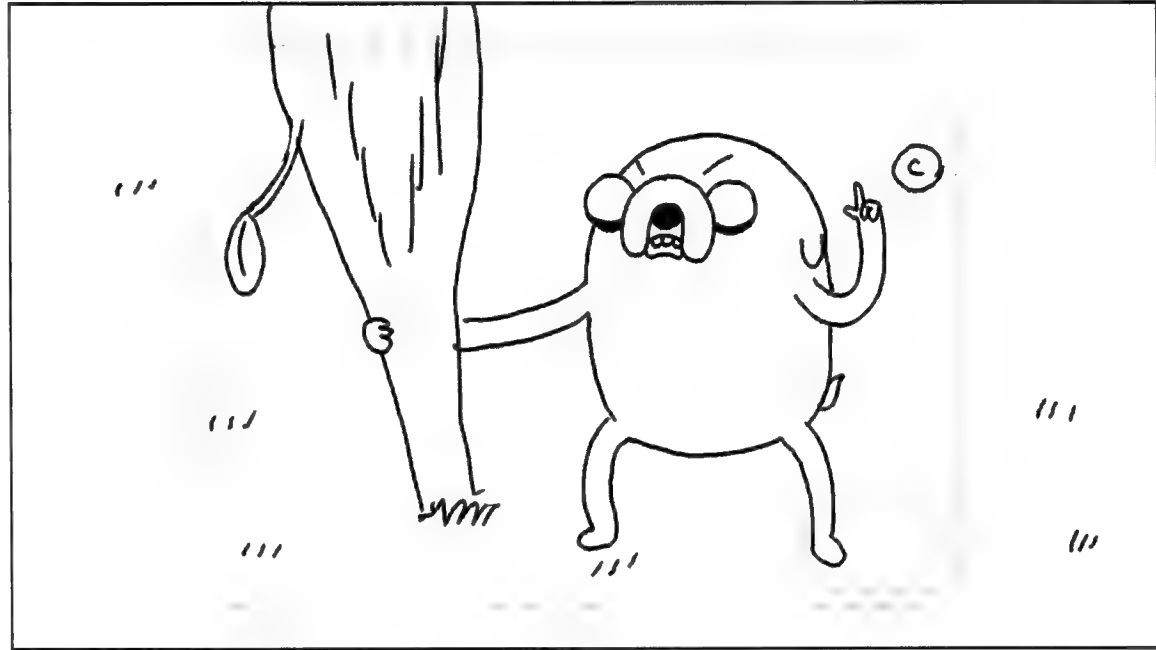


Sc. 62

Pnl. F

Bg.

day night



Dialog:	<p>① ^(A) YEAH OK, MY NAME'S JAKE AND I'M ^(B) ^(A)</p>	<p>① ^(C) GOING TO TAKE THIS MAGIC THOUGHT CANNON & I'M GONNA THINK ^(A)</p>
Action:	<p>+</p>	
Timing:	<p>AND BACK TO ^(A)</p>	

EPISODE # 1025-1a5
Production :

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ADVENTURE TIME



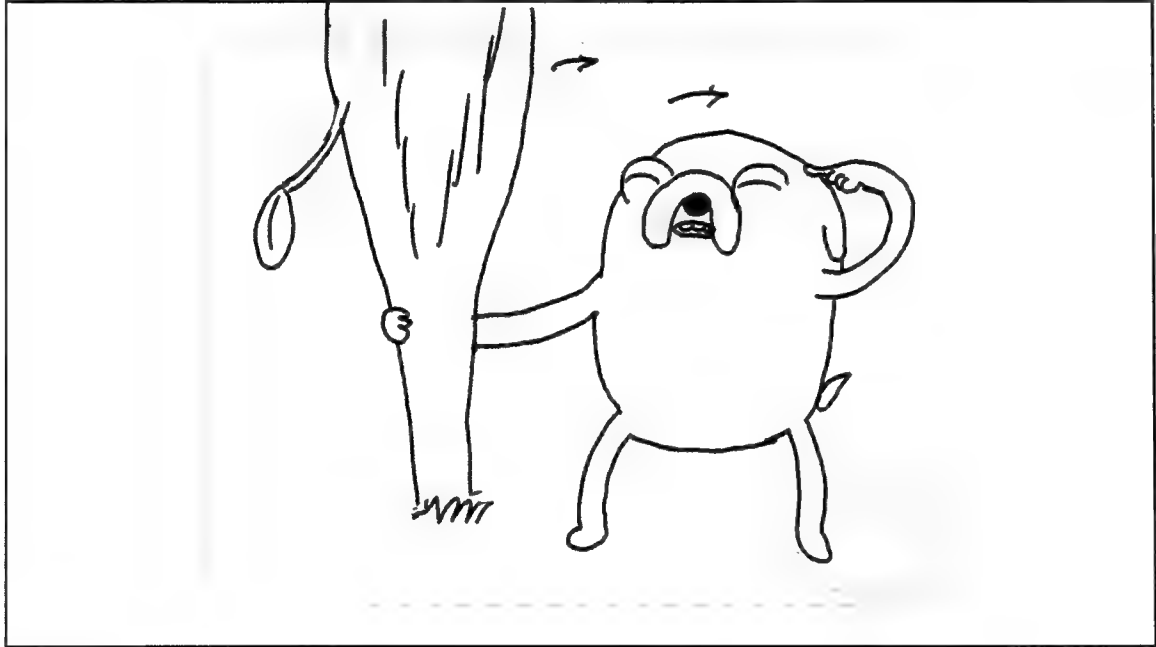
Page 87

Sc. 62

Pnl. 6

Bg.

day night

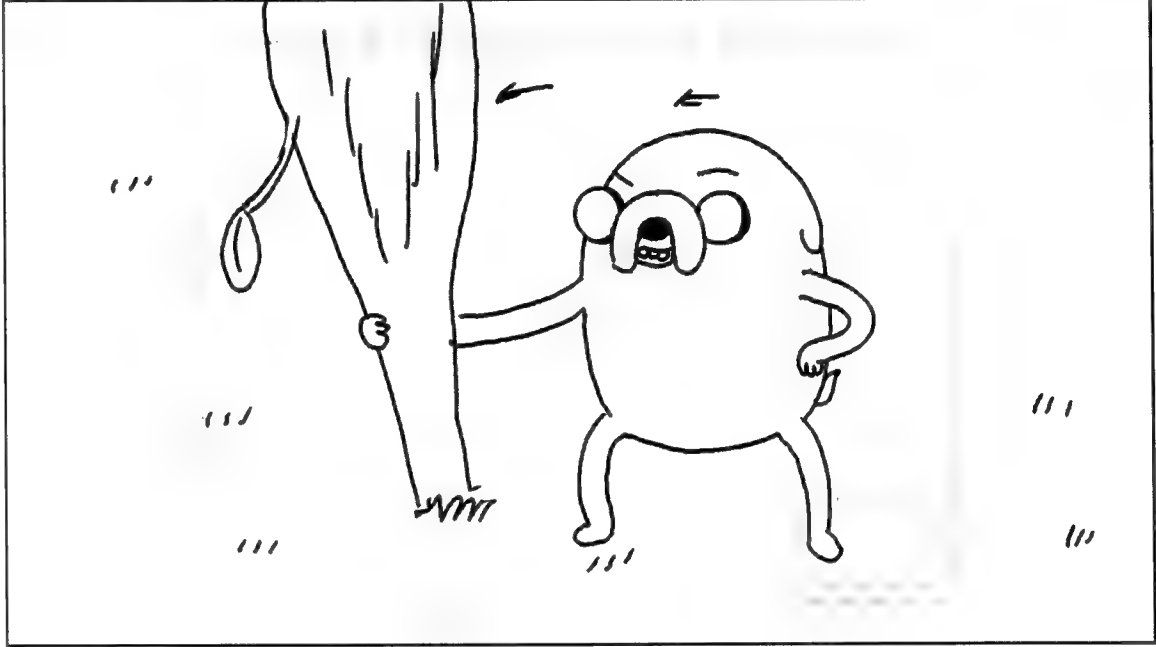


Sc. 62

Pnl. 11

Bg.

day night



Dialog:

① "I WANT A HOLE TO BURY
THIS THOUGHT CANNON IN."

AND ,
① BOBBLE BOBBLE, JAKE GETS A HOLE
IN WHICH A THOUGHT CANNON MAY
BE BURIED.

Action:

Timing:

1025-195

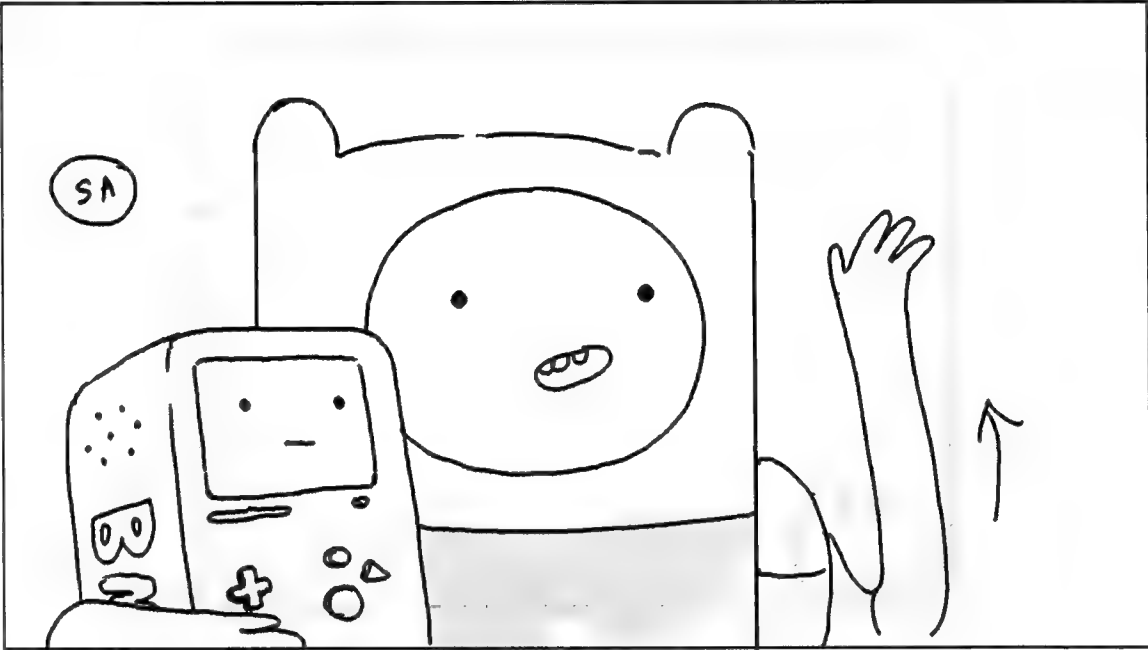
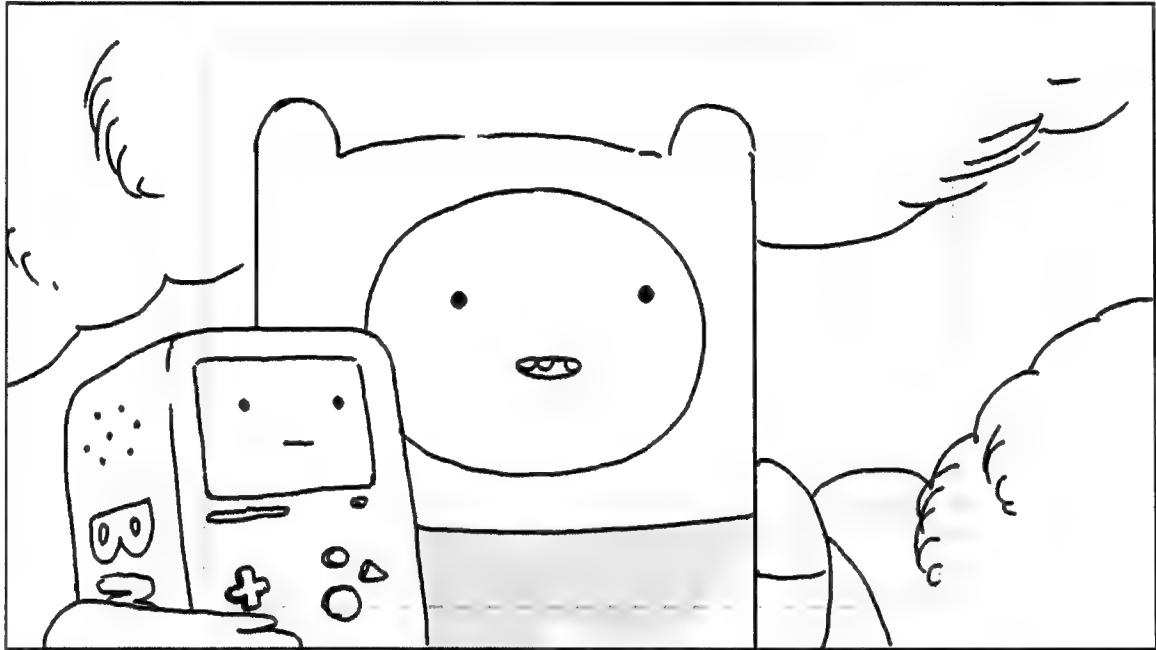
EPISODE #

Production :

ADVENTURE TIME



Sc. 63 Pnl. A Bg. day night Sc. 63 Pnl. B Bg. day night



Dialog:
Ⓢ BUT WHAT IF, FOR A SPLIT SECOND, YOU THINK OF SOMETHING ELSE?
Action:
Timing:

EPISODE # 1025-198
Production :

ADVENTURE TIME



Sc. 69

Pnl. A

Bg.

day night

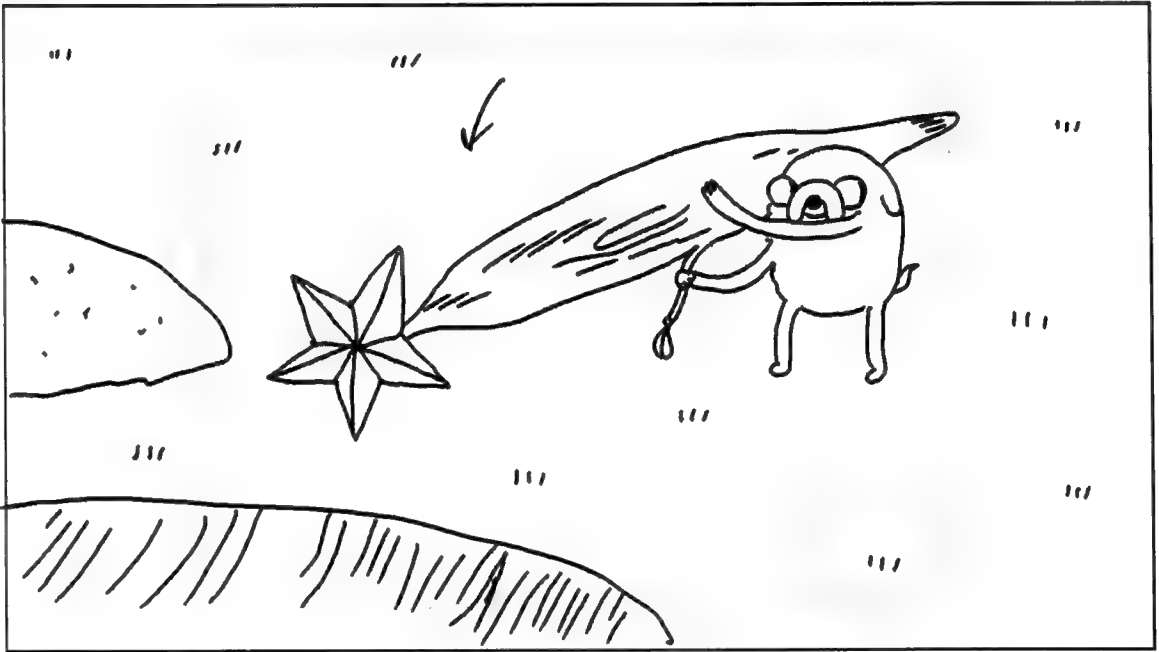


Sc. 69

Pnl. B

Bg.

day night



Dialog:

① NOPE!

② MY BRAIN'S MY HANDS.

Action:

Timing:

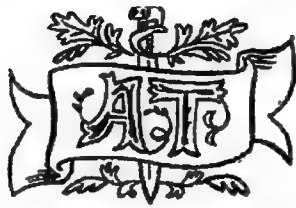


1025-105

EPISODE #

Production :

ADVENTURE TIME

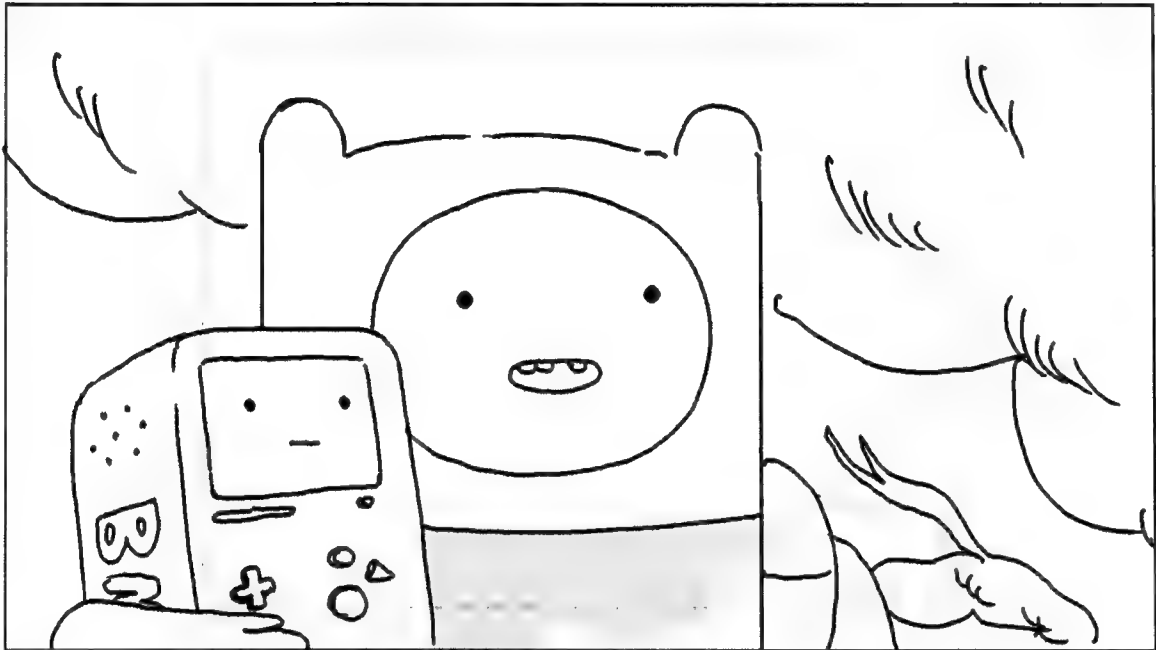


Sc. 65

Pnl. A

Bg.

day night

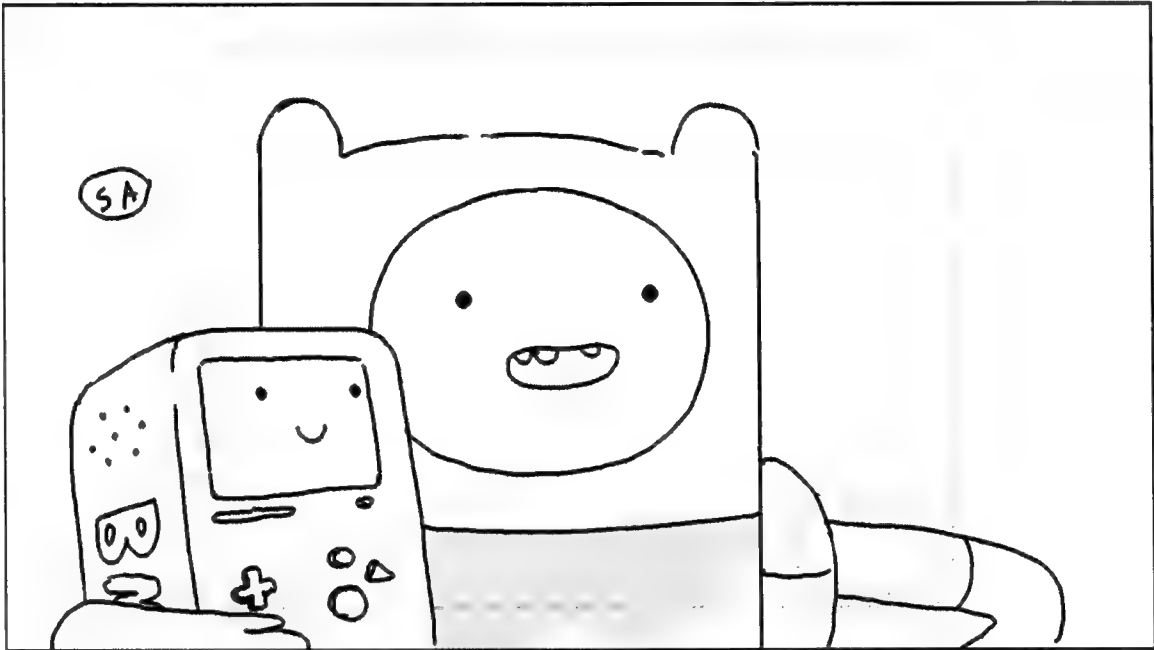


Sc. 65

Pnl. B

Bg.

day night



Dialog:

F WHO KNOWS THOUGH, LIKE,

D'YOU EVER IMAGINE WHAT IT'D
BE LIKE IF WE WERE GIRLS?

Action:

Timing:

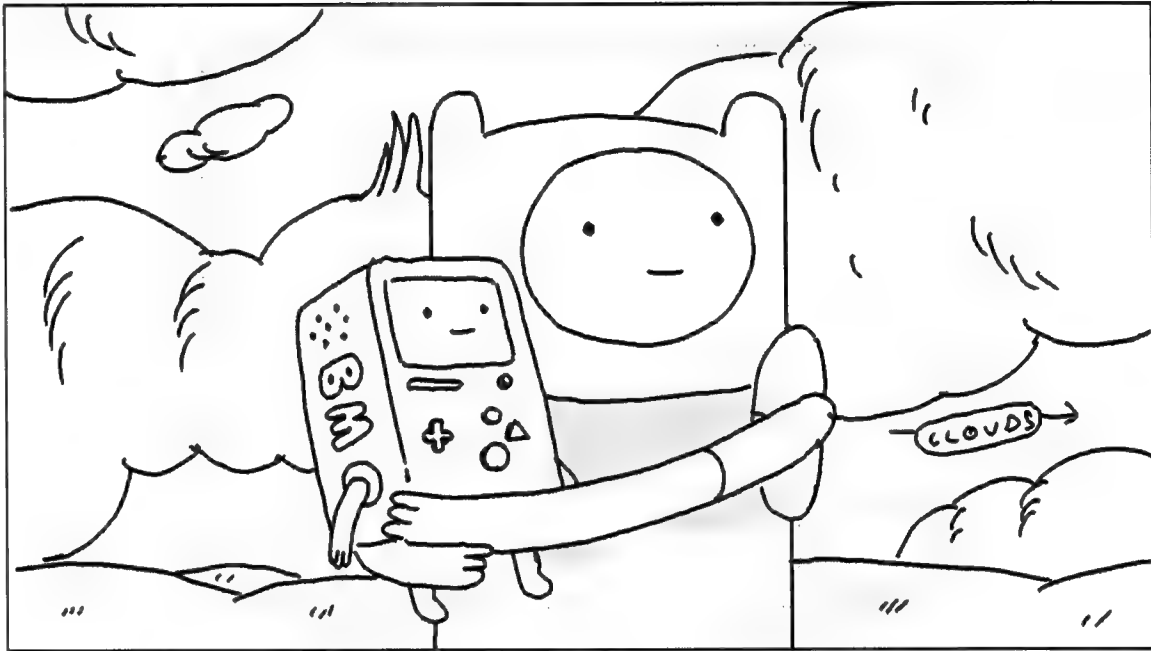
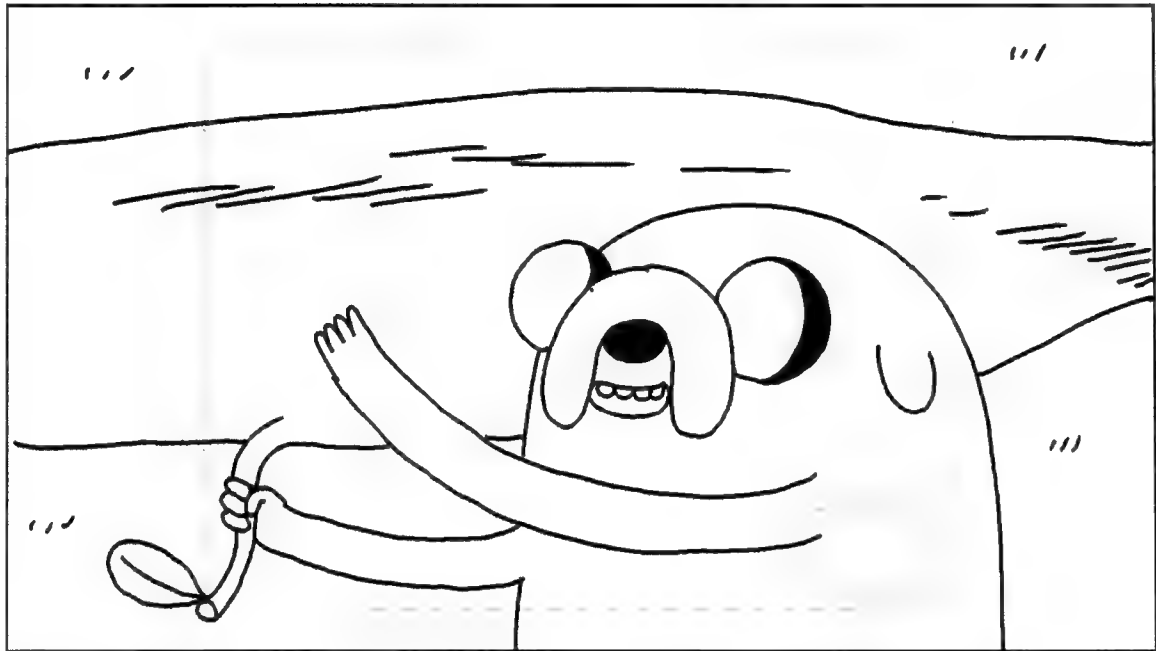
EPISODE # 1025-1a5

Production :

ADVENTURE TIME



Sc. 66 Pnl. A Bg. day night Sc. 67 Pnl. A Bg. day night



Dialog: JY H A H A ! NOT UNTIL NOW MAN.
MOSTLY LATELY I'VE BEEN THINKING
ABOUT WHOEVER YOUR MOM IS, I HAVE A
LOT OF QUESTIONS FOR HER!

Action:

S. P.

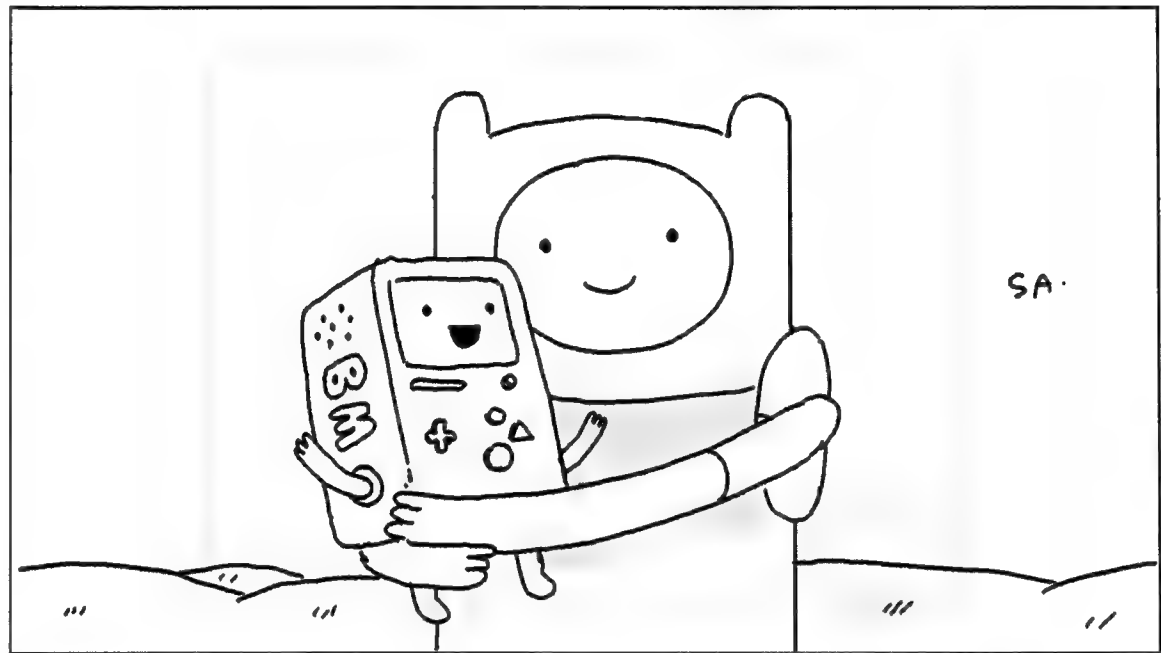
Timing:

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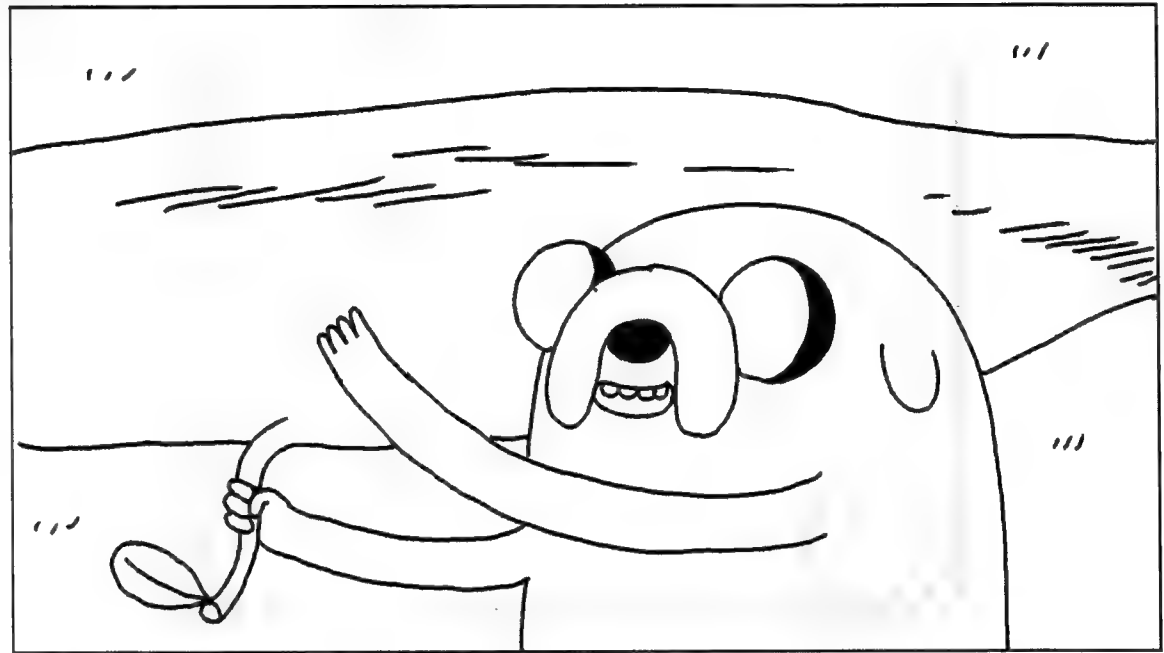
ADVENTURE TIME



Sc. 67 Pnl. B Bg. day night



Sc. 68 Pnl. A Bg. day night



Dialog:	② I THINK A LOT ABOUT THE LICH!	① OH YEAH, THE LICH! IMAGINE.
Action:		
Timing:		

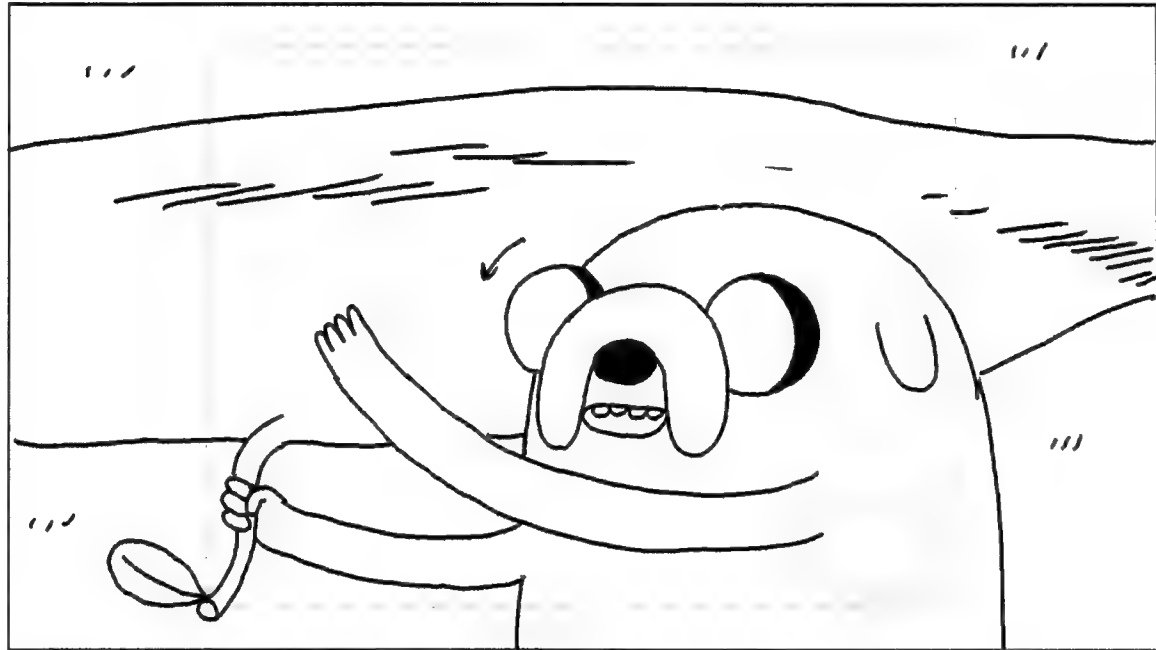
1025-195
EPISODE #

Production :

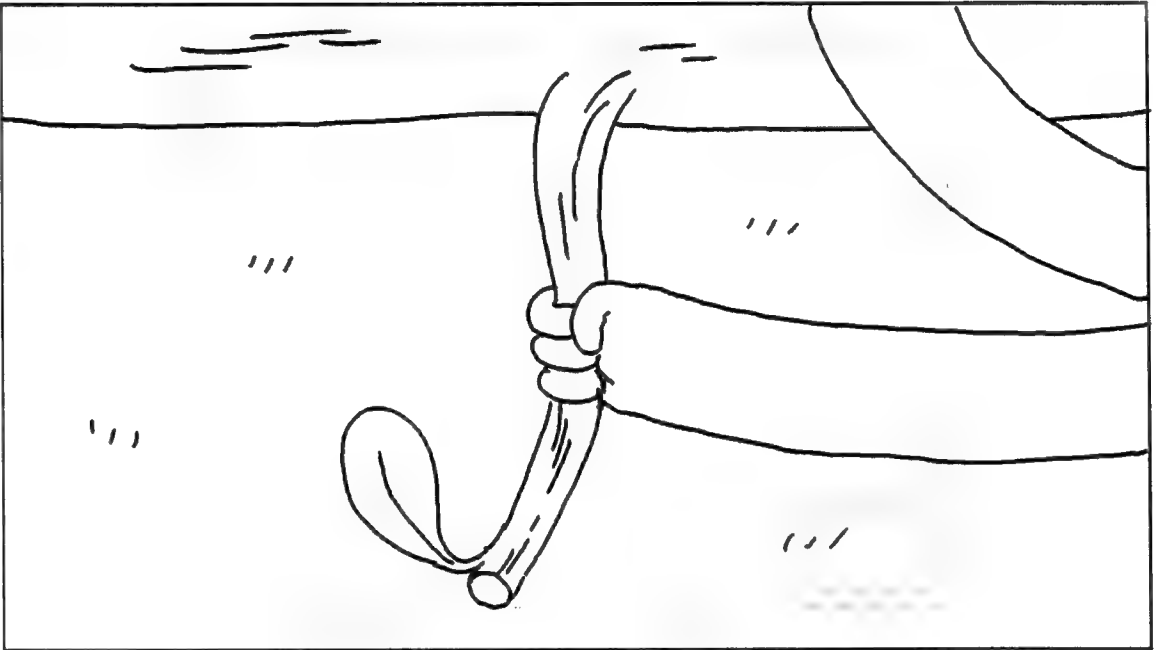
ADVENTURE TIME



Sc. 68 Pnl. B Bg. day night



Sc. 69 Pnl. A Bg. day night

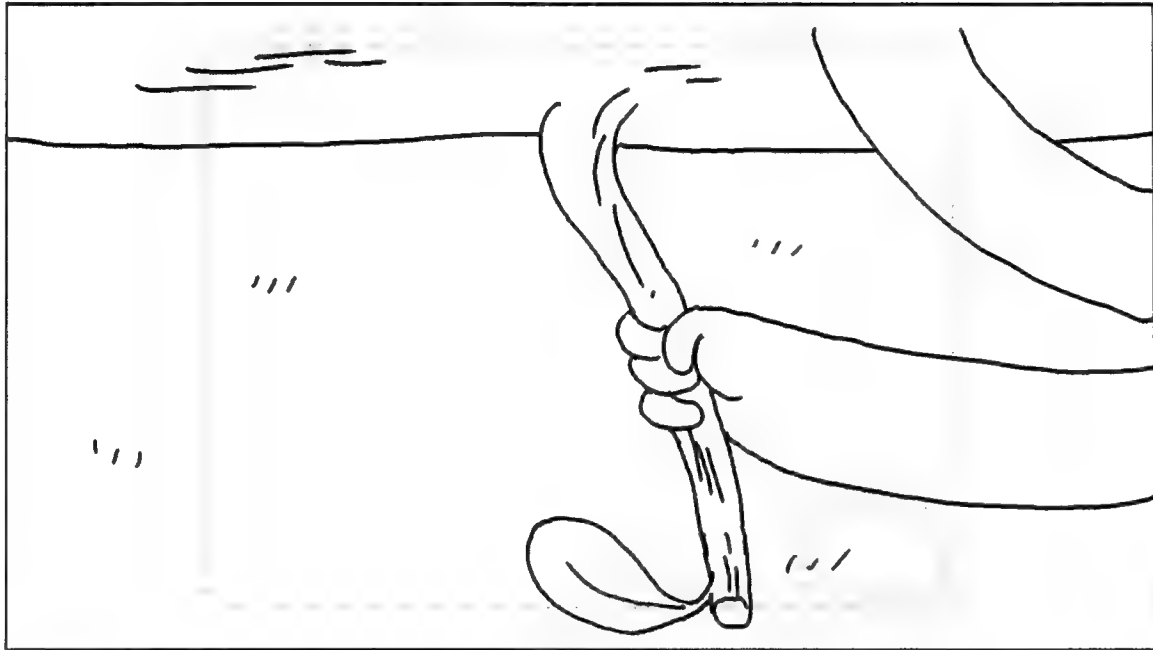


Dialog:
Q WELP HERE I GO !
Action:
Timing:

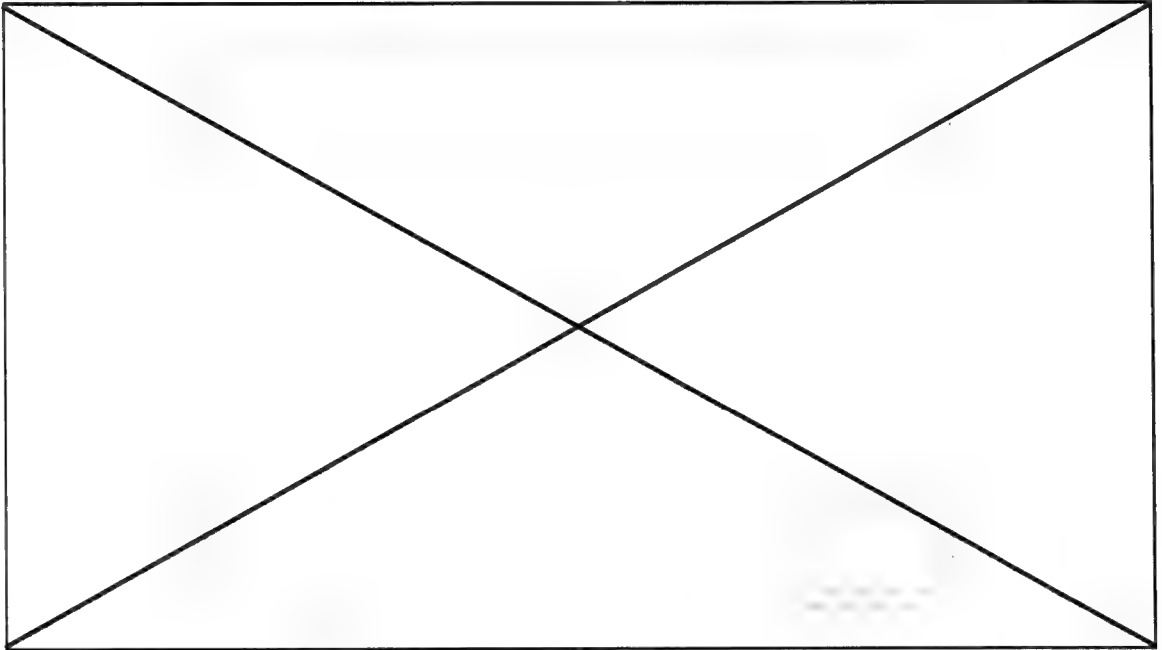
ADVENTURE TIME



Sc. 69 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



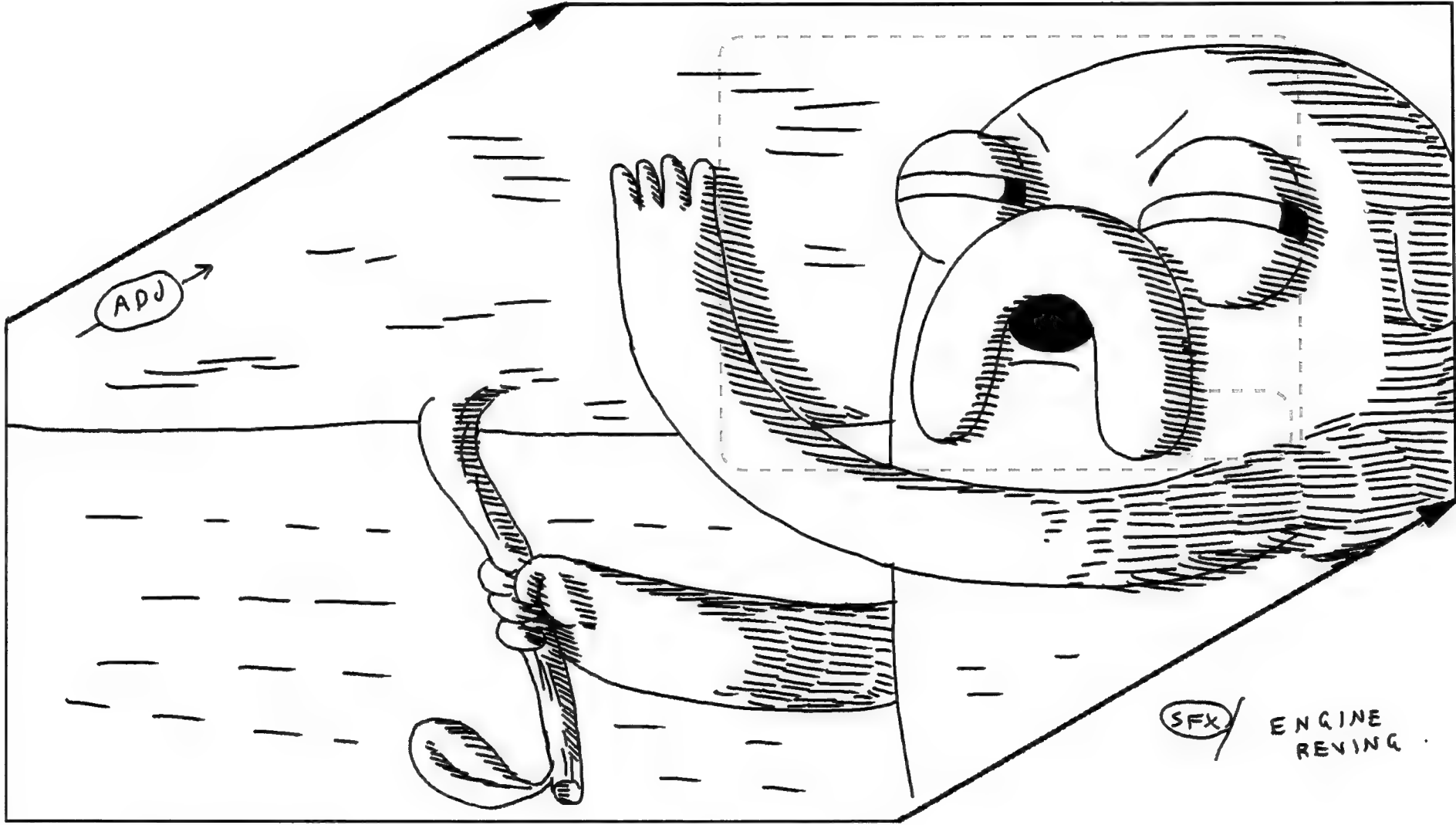
Dialog:
<u>SFX</u> / <u>== CHK ==</u>
Action:
Timing:

Production : EPISODE # 1025-195

ADVENTURE TIME



Sc. 69 Pnl. c Bg. day night

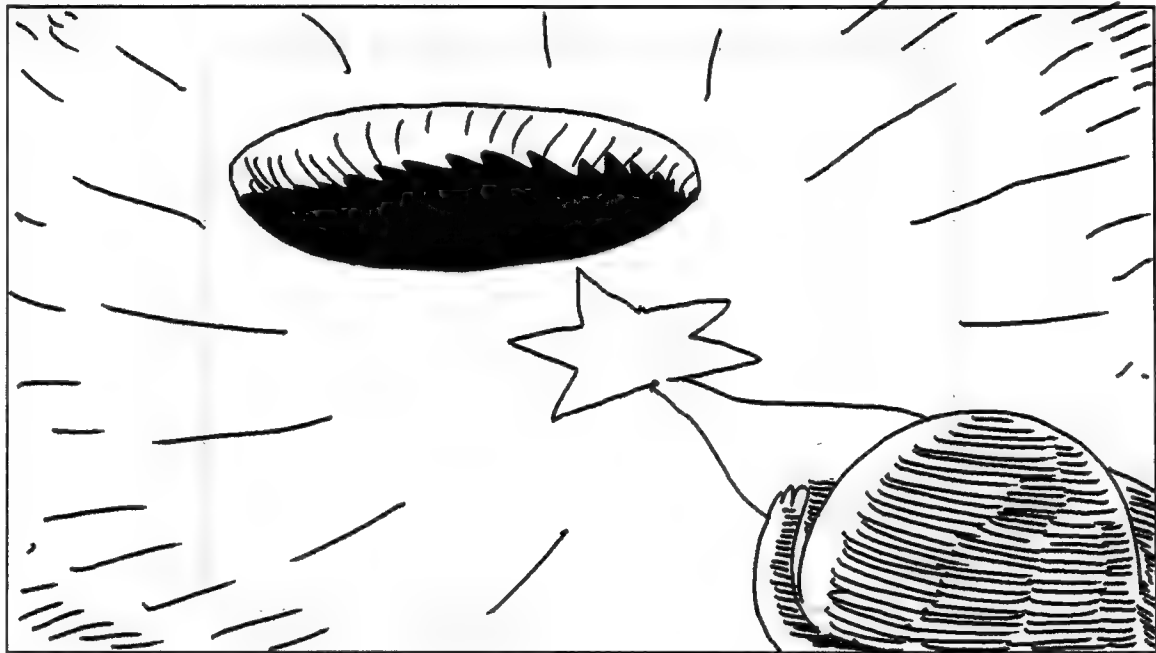


Production : EPISODE # 1025-195

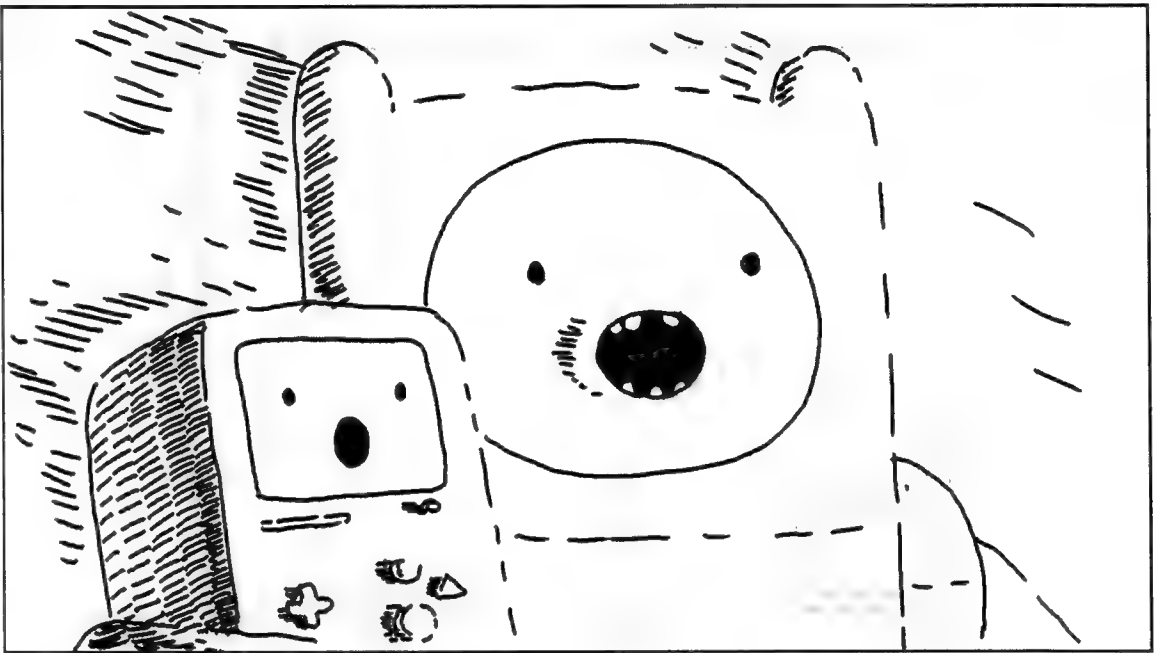
ADVENTURE TIME



Sc. 70 Pnl. A Bg. day night



Sc. 71 Pnl. A Bg. day night



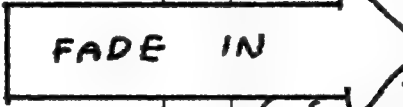
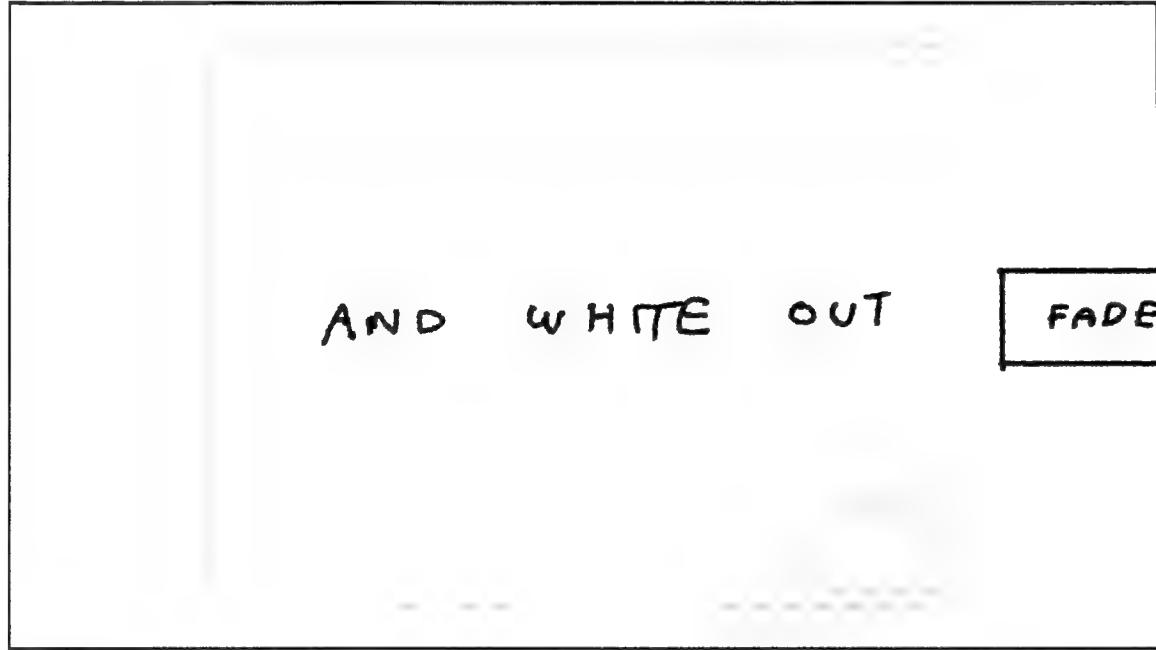
Dialog:	SFX GETTING LOUDER !
Action:	GETTING WHITER .
Timing:	

1025-195
EPISODE #
Production :

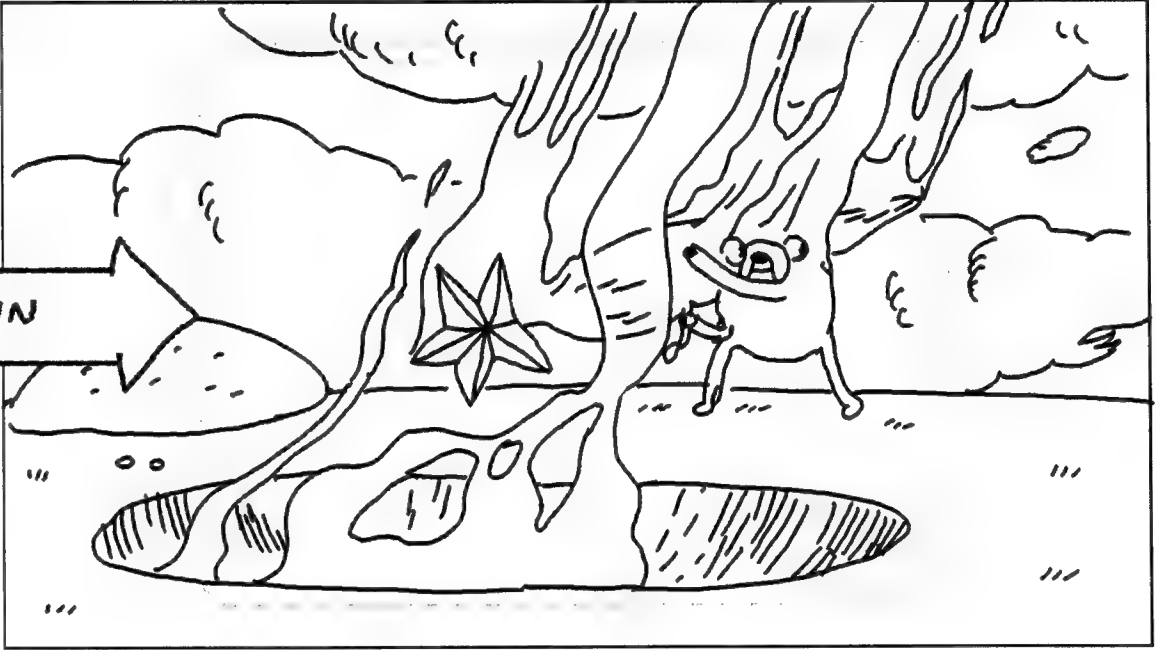
ADVENTURE TIME



Sc. 71 Pnl. B Bg. day night



Sc. 72 Pnl. A Bg. day night



Dialog:	BEAT
Action:	✓ CHK - CHK , PRKH! (SHOT GUN NOISE)
Timing:	

1025-19S
EPISODE #
Production :

ADVENTURE TIME

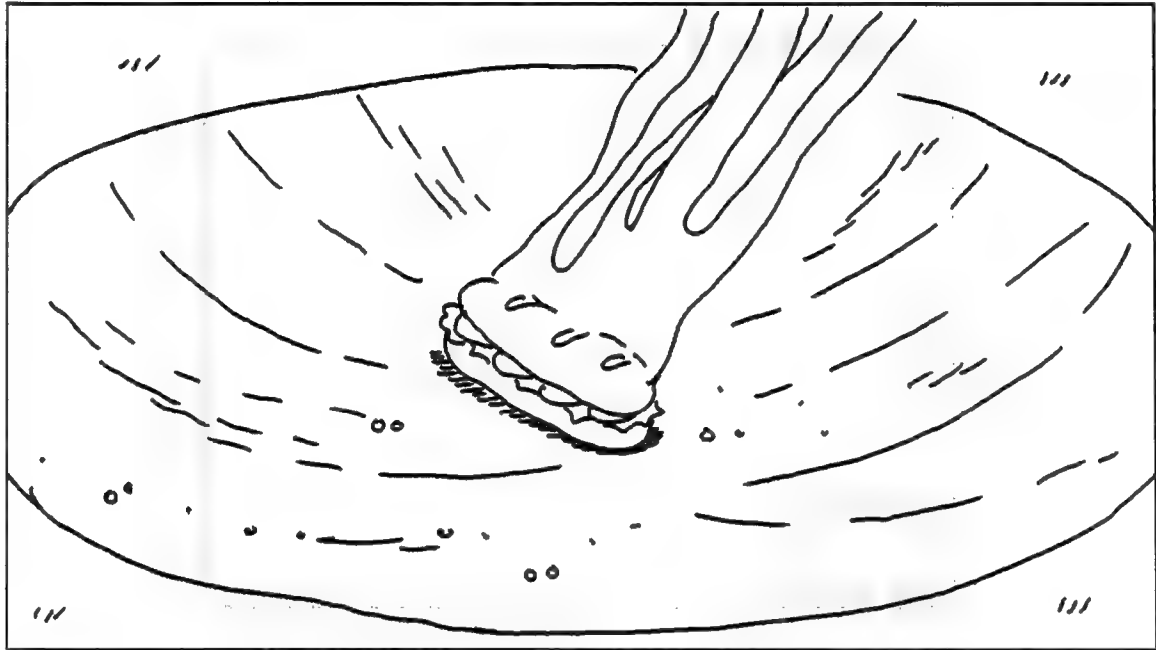


Sc. 73

Pnl. A

Bg.

day night

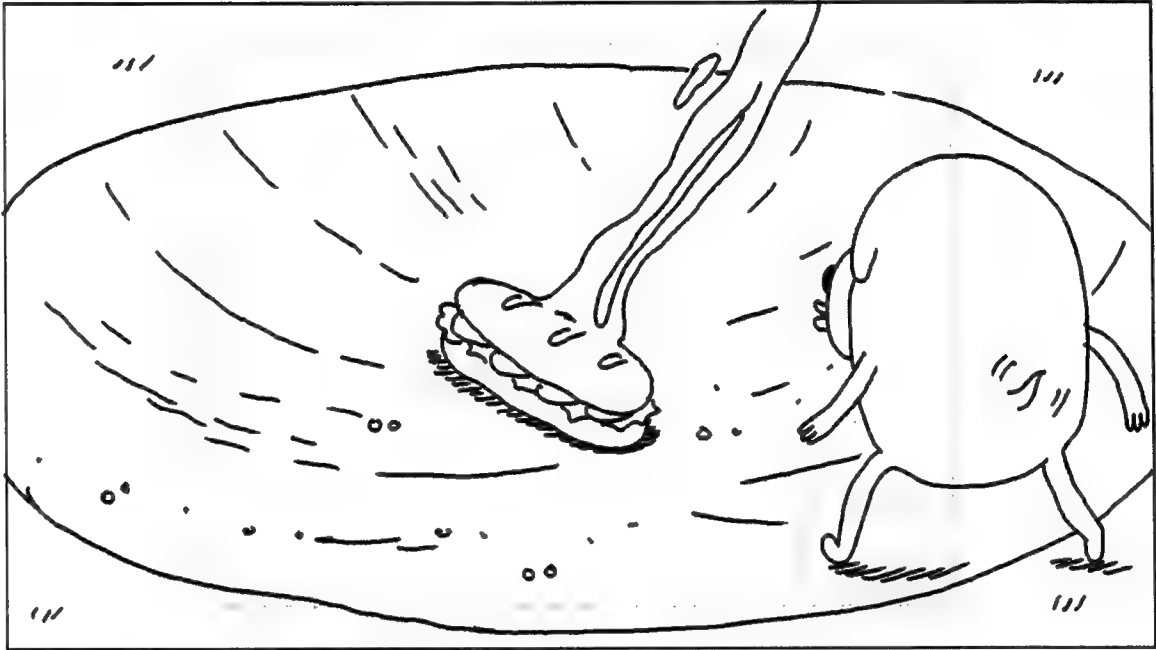


Sc. 73

Pnl. B

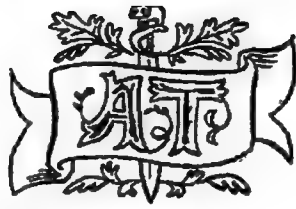
Bg.

day night



Dialog:	① WHOOPS!	② LOOKS LIKE I WAS THINKING ABOUT A SANDWICH.
Action:	TAIL WAGGING.	
Timing:		

ADVENTURE TIME



Sc. 73 Pnl. C Bg. day night

Sc. Pnl. Bg. day night

Dialog:
Action:
Timing:

ADVENTURE TIME

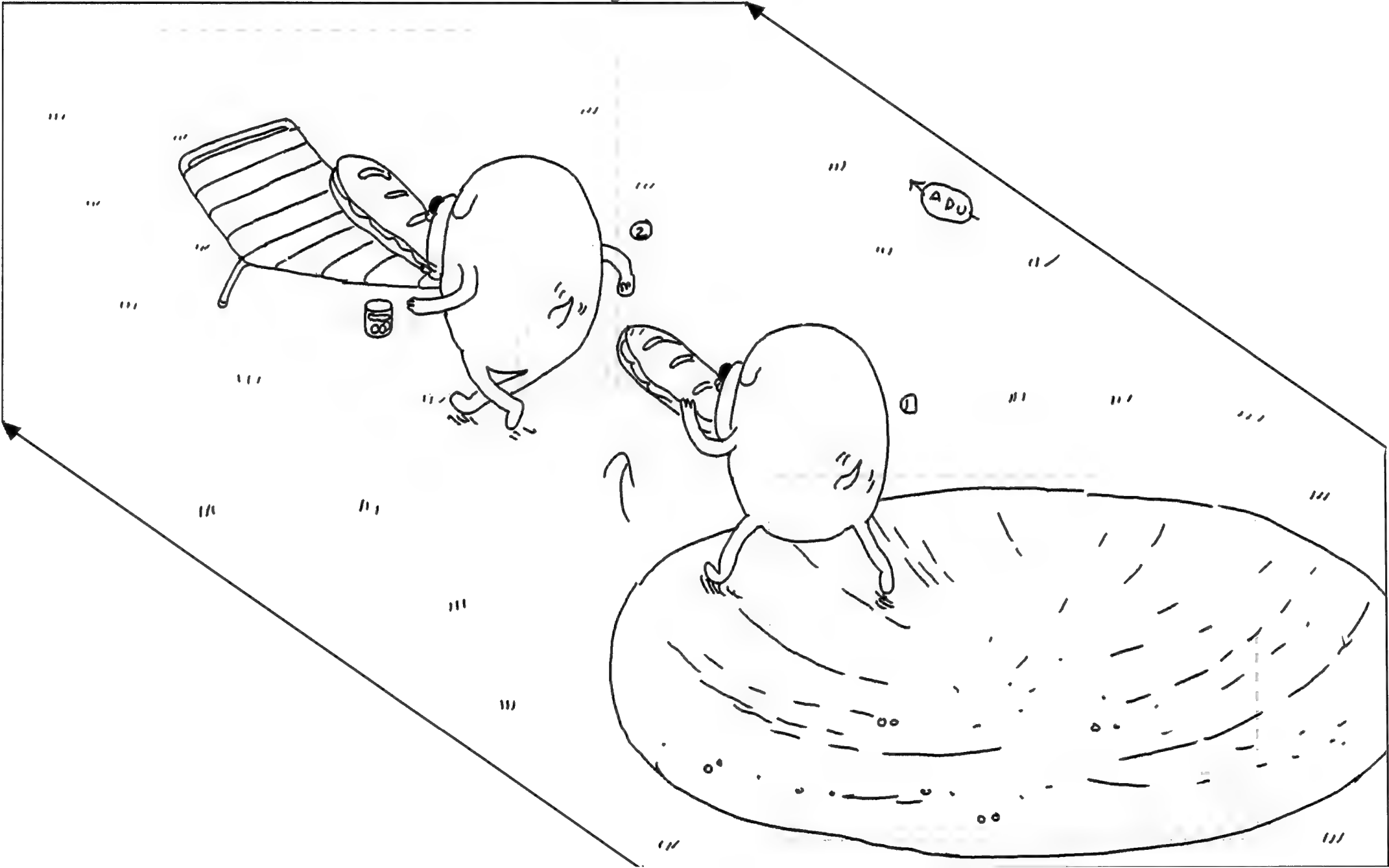


SC. 73

PNL. D

BG.

DAY NIGHT

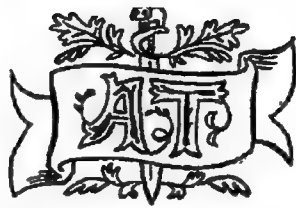


Production :

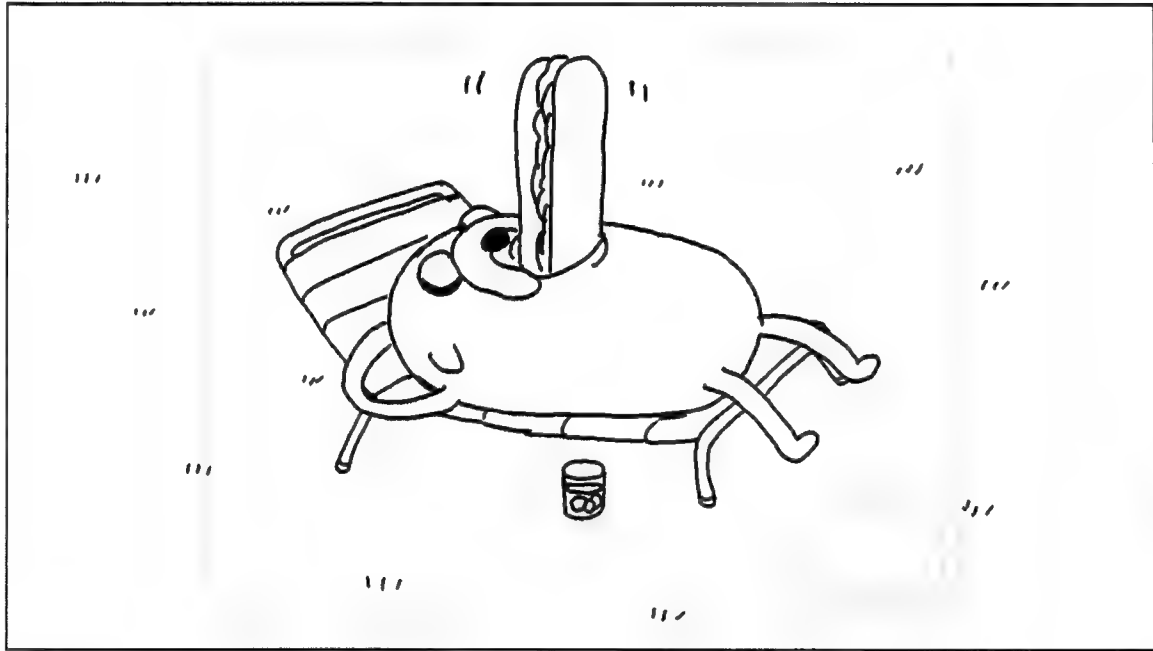
EPISODE #

1025-195

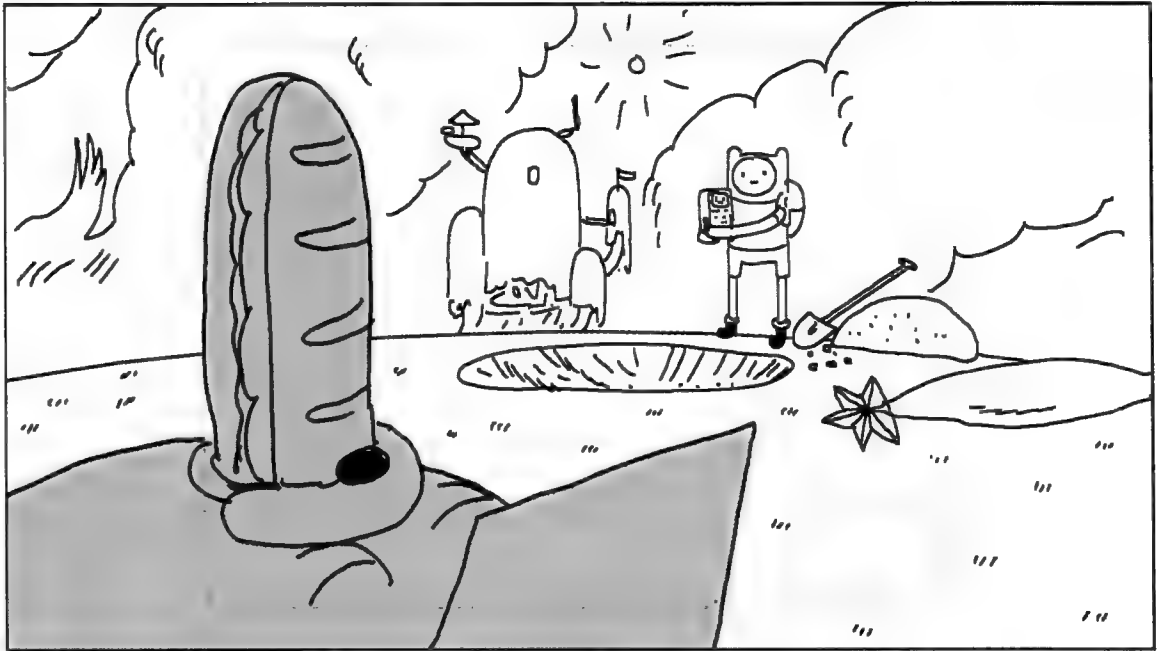
ADVENTURE TIME



Sc. 73 Pnl. E Bg. day night



Sc. 74 Pnl. A Bg. day night

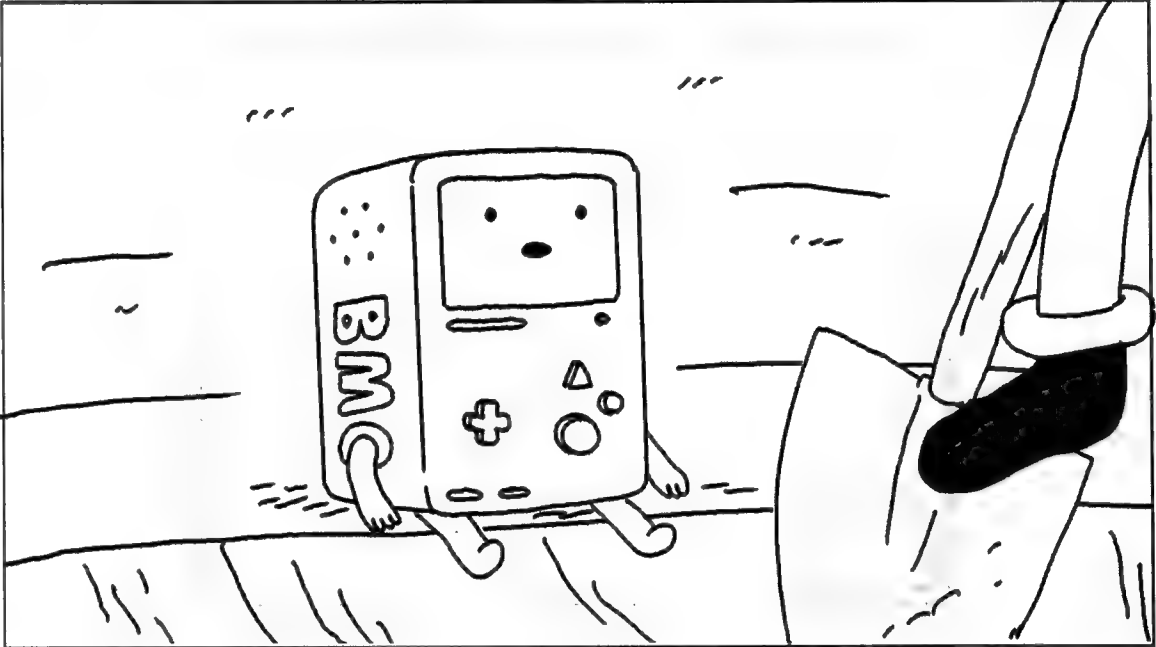
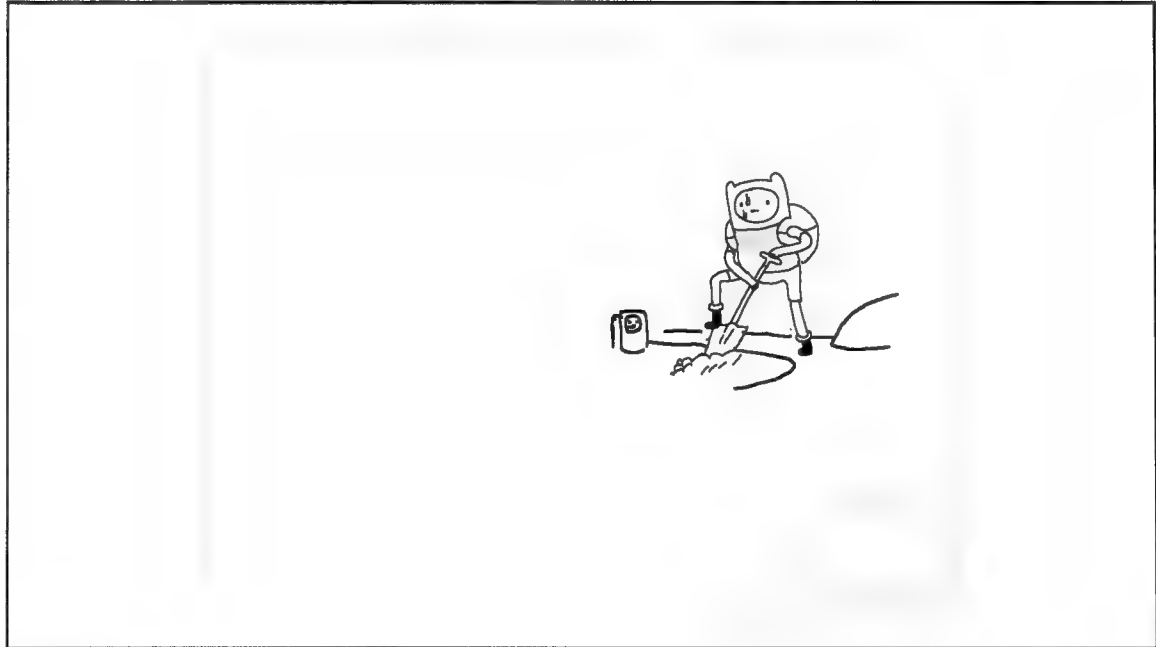


Dialog:	① ENJOY YOUR LABOR. HEH. HEH. HEH.	② = SIGH =
Action:	SAID LIKE HE HAS A CIGAR IN HIS MOUTH.	
Timing:		

ADVENTURE TIME



Sc. 74 Pnl. B Bg. day night Sc. 75 Pnl. A Bg. day night



Dialog: (SFX) DIGGING (B) I USED TO WISH I WAS YOU, NOW I JUST WISH YOU'D DIG FASTER.

Action: USE PREV. DIG POSES FROM EARLIER.

Timing:

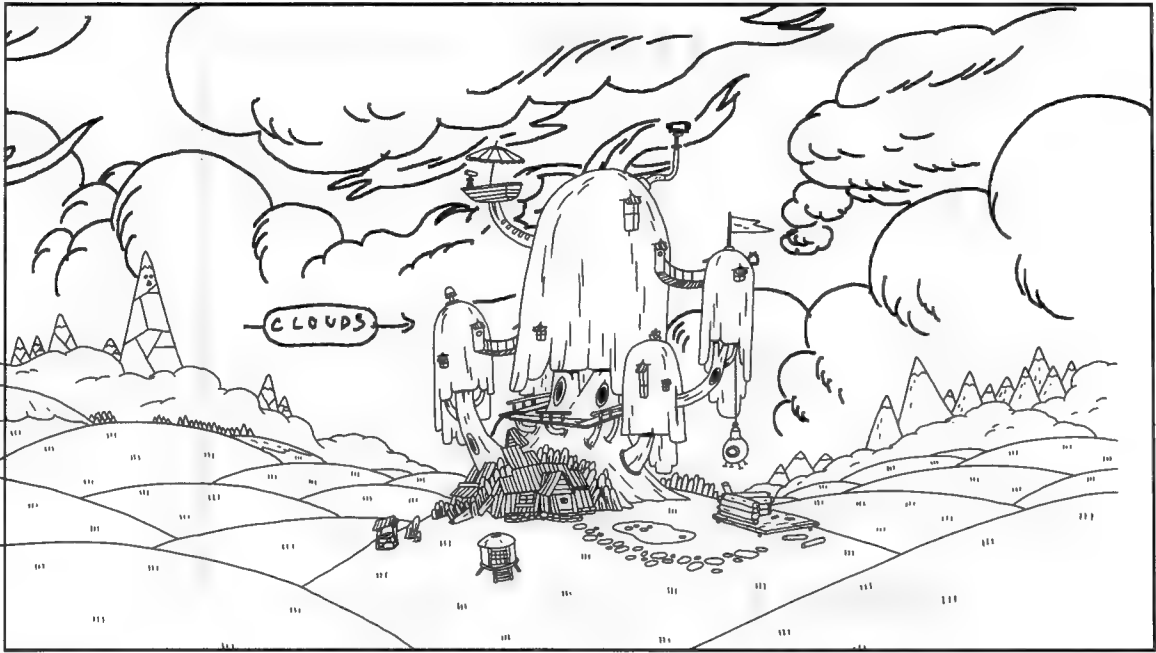
EPISODE # 1025-106 Production :

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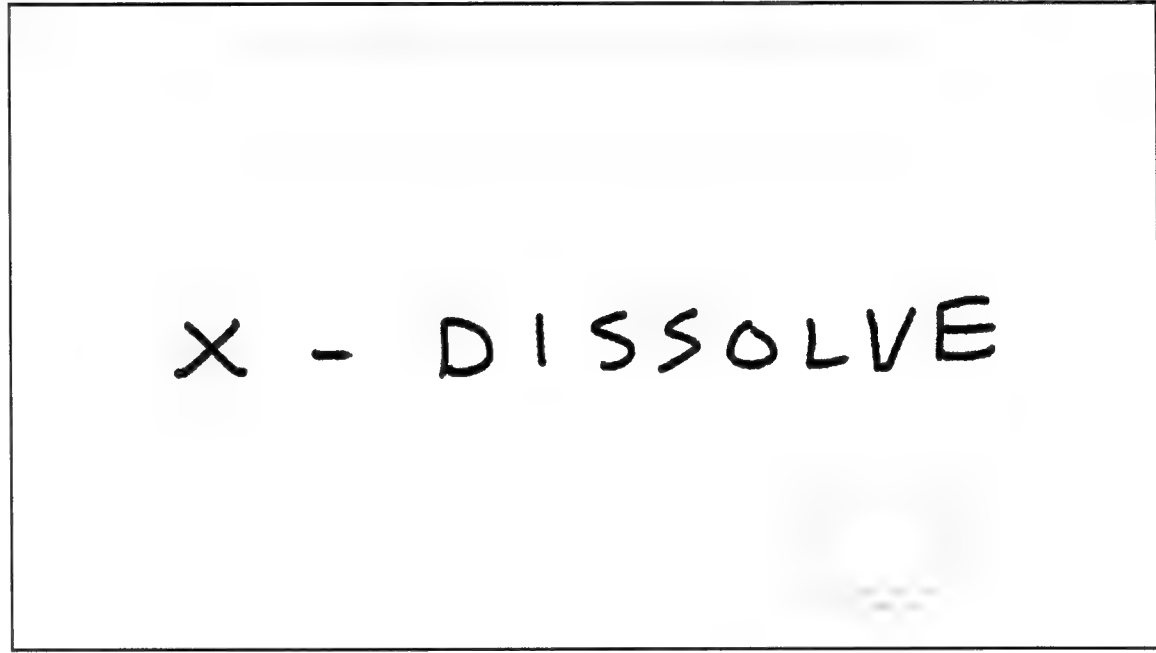
ADVENTURE TIME



Sc. 76 Pnl. A Bg. day night



Sc. — Pnl. — Bg. day night



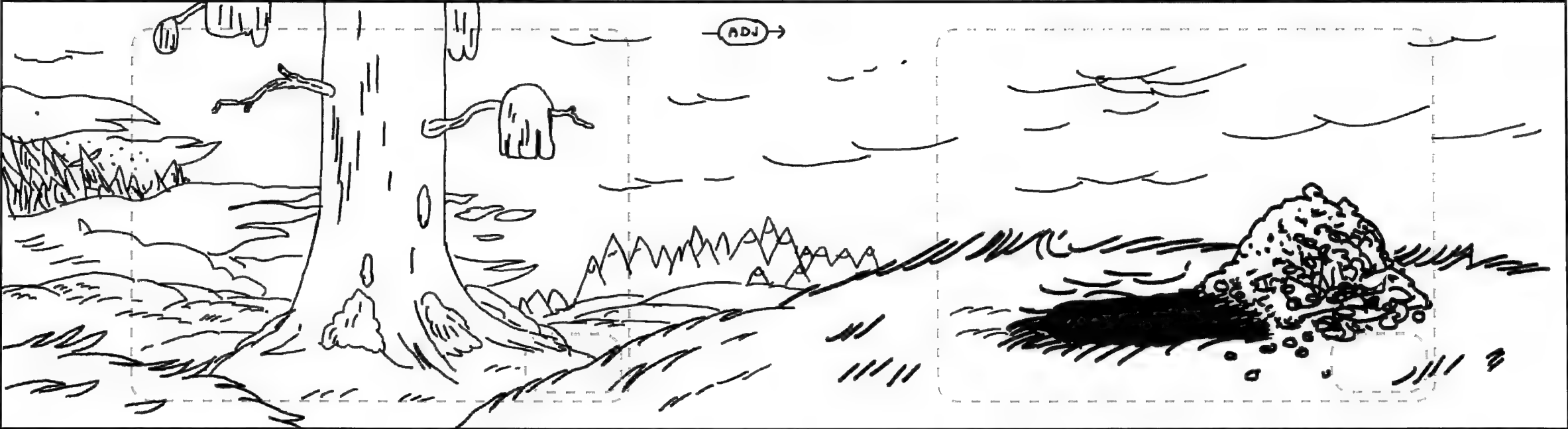
Dialog:
Action:
Timing:

1025-195
EPISODE #
Production :

ADVENTURE TIME



Sc. 77 Pnl. A Bg. day night Sc. Pnl. Bg. day night



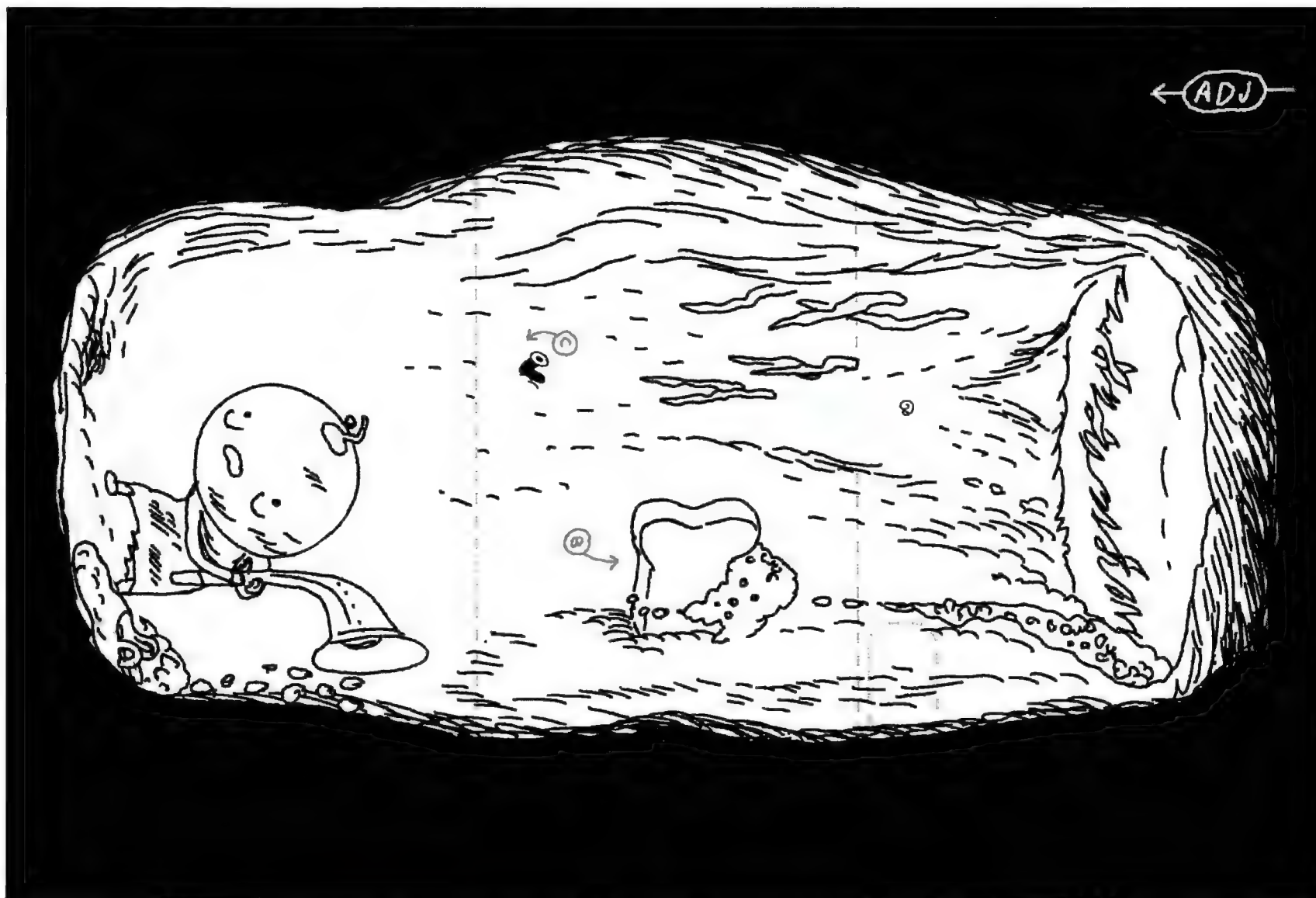
Dialog:

Action: - TREE SAME AS IN LEMONHOPE.
- "ICE THINGDOM" IN BG.
COLD MIST COMING OFF OF IT.

Timing:

EPISODE # 1025-195
Production :

ADVENTURE TIME

Page 105

SC. 78

PZL. A

P. 2.

DAY
NIGHT

← ADJ →

THE GOLD BONE
FROM "THE
OCARINA"

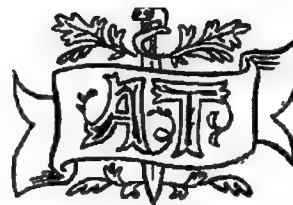
① ONE OF FINN'S
BOOTS.

Production :

EPISODE #

1025-195.

ADVENTURE TIME



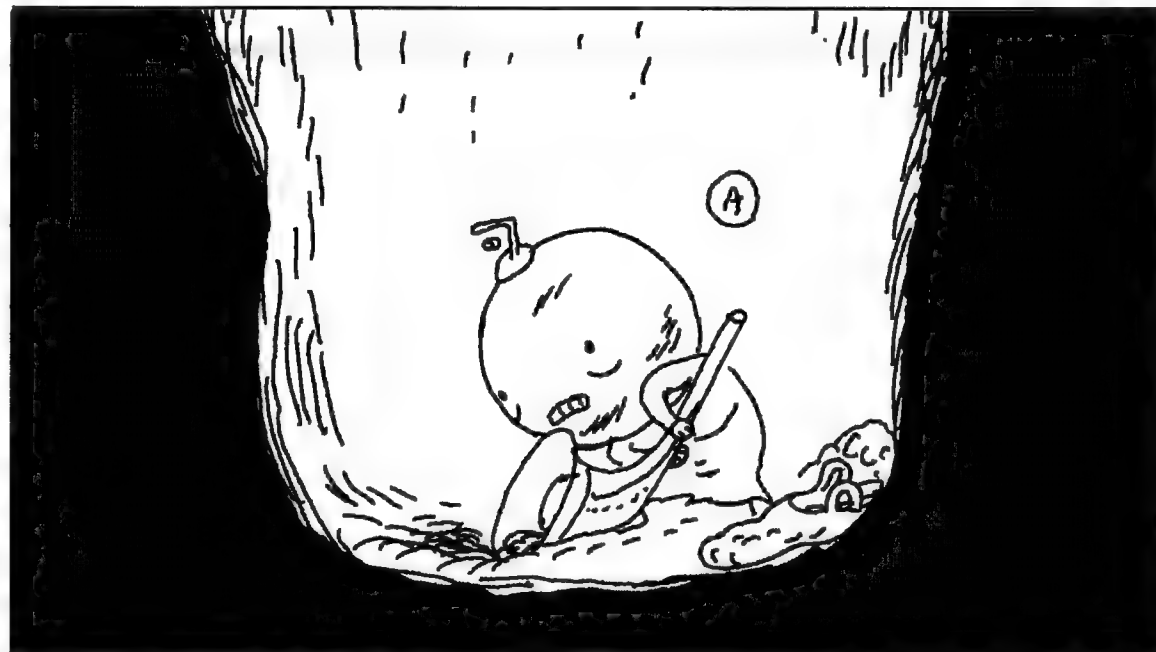
Page 106

Sc. 78

Pnl. 3

Bg.

day night

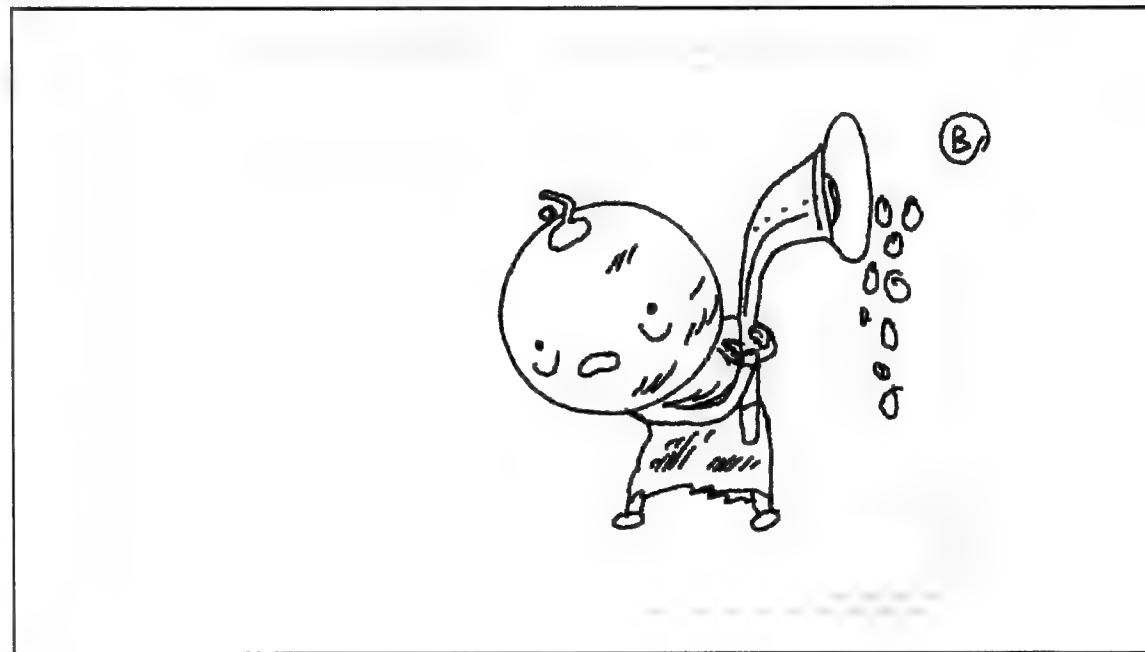


Sc. 78

Pnl. c

Bg.

day night



Dialog:

© NN!

NN!

NEUGH!

Action:

DIG
POSES

A B A B

Timing:

HE'S USING THE
VICTROLA BELL FROM
THE TREE HOUSE.

1025-195

EPISODE #

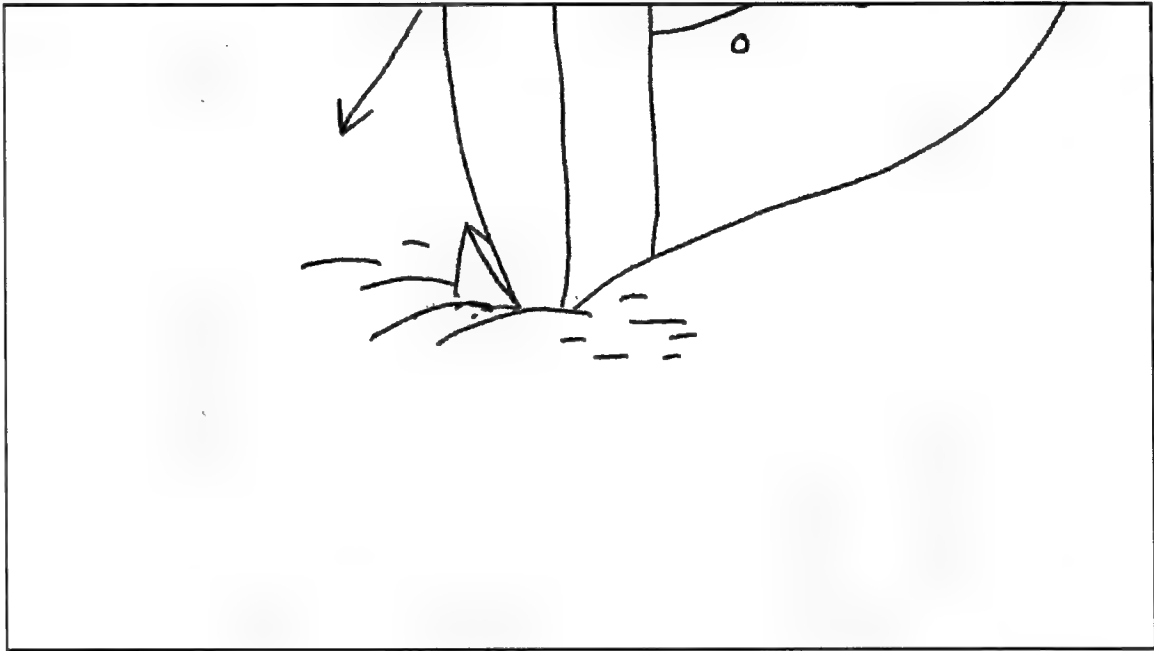
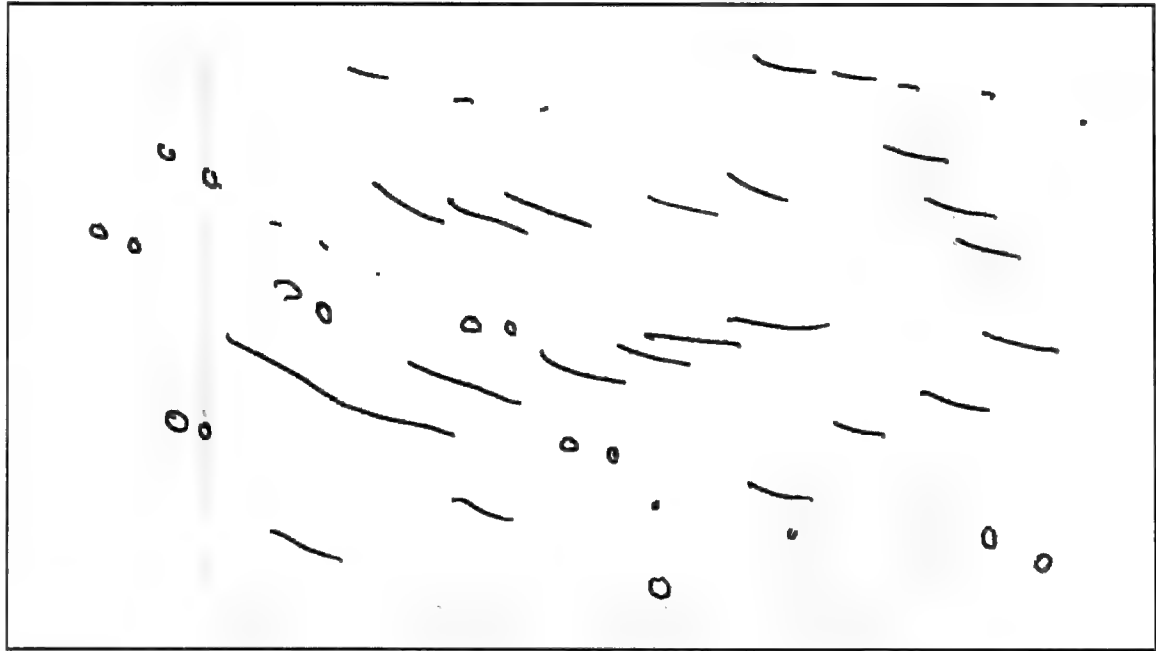
Production :

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ADVENTURE TIME



Sc. 79 Pnl. A Bg. day night Sc. 79 Pnl. B Bg. day night



Dialog:	(SFX) / CLING
Action:	
Timing:	

ADVENTURE TIME



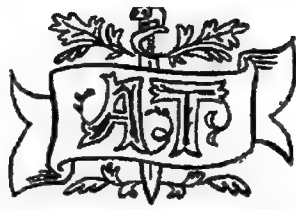
Sc. 79 Pnl. 1 Bg. day night

Sc. 79 Pnl. 2 Bg. day night

Dialog:	© WHAT'S THIS, FRIENDS?
Action:	
Timing:	

EPISODE # 1025-195
Production :

ADVENTURE TIME



Sc. 79

Pnl. E

Bg.

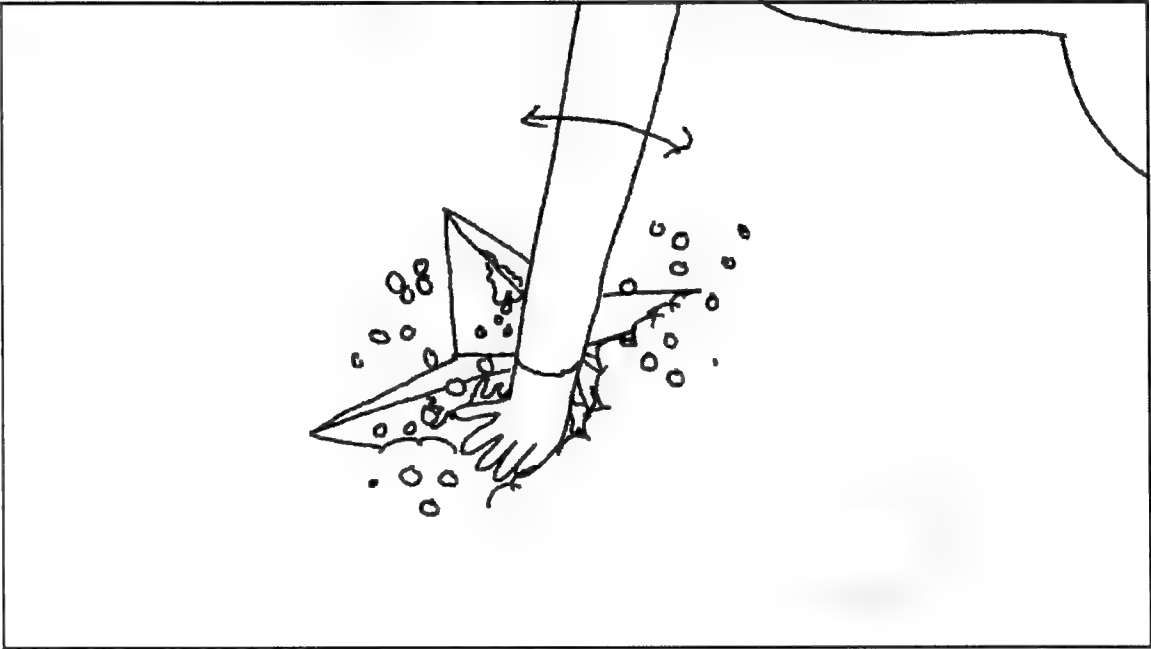
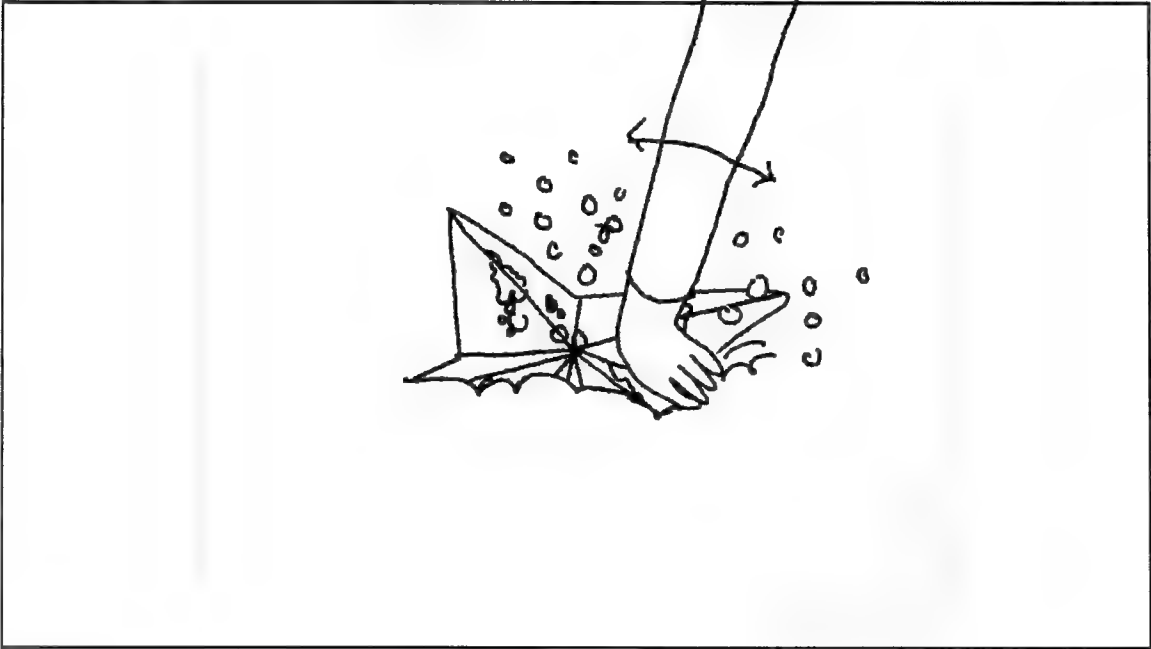
day night

Sc. 79

Pnl. F

Bg.

day night



Dialog:
Action:
Timing:

ADVENTURE TIME



Sc. 79

Pnl. G

Bg.

day night

Sc. 79

Pnl. H

Bg.

day night

Dialog:
Action:
Timing:

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ADVENTURE TIME

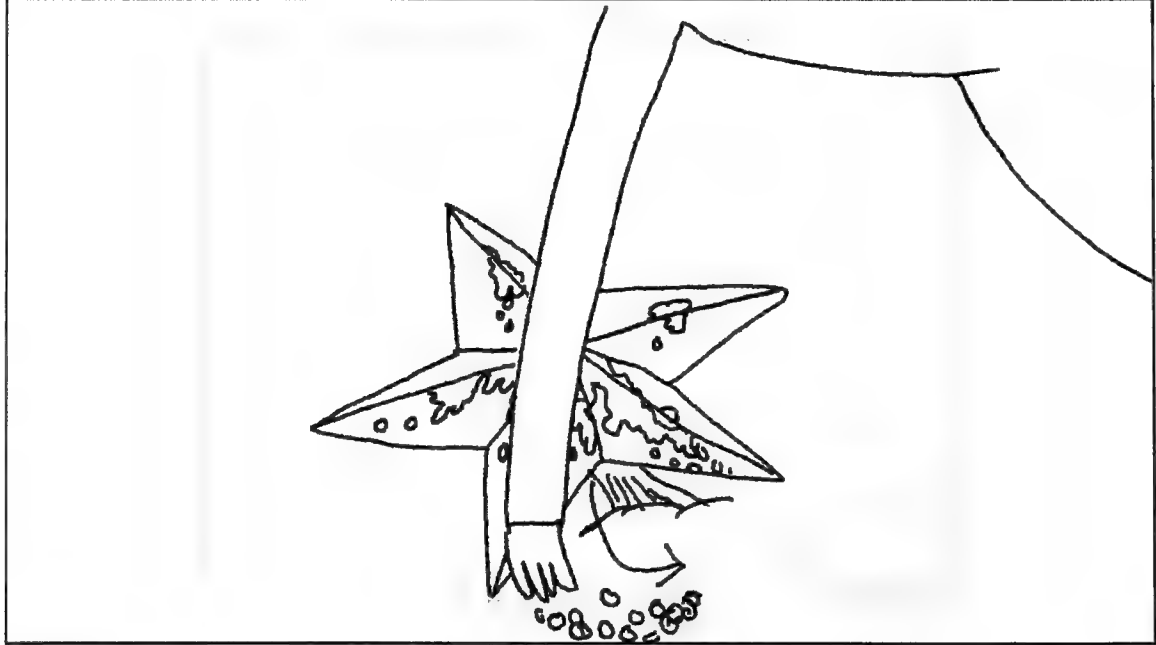


Sc. 79

Pnl. 1

Bg.

day night

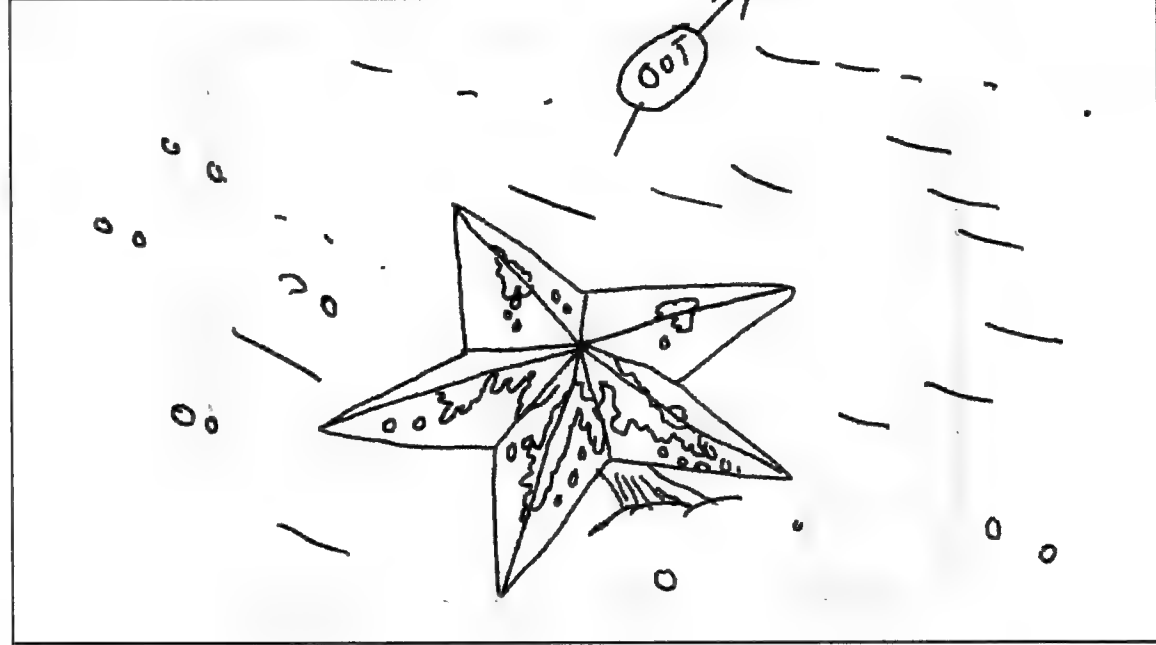


Sc. 79

Pnl. 1

Bg.

day night



Dialog:
Action: SWEEPS THE LAST BIT. BURNISHED & OLD.
Timing:

ADVENTURE TIME

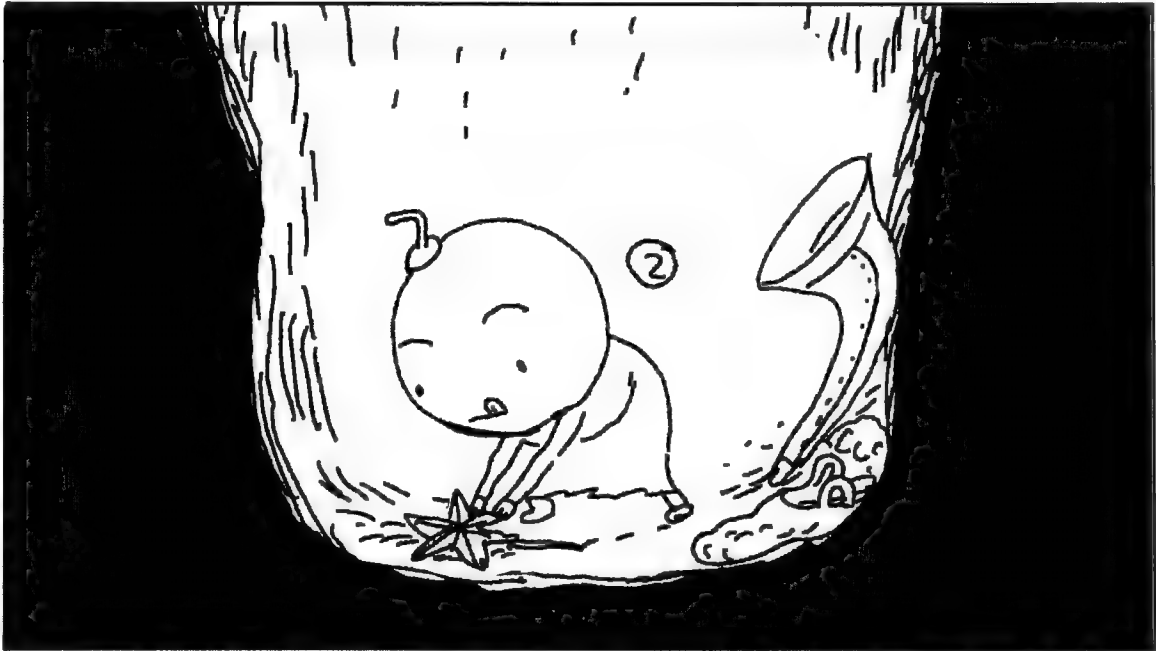


Sc. 80

Pnl. A

Bg.

day night

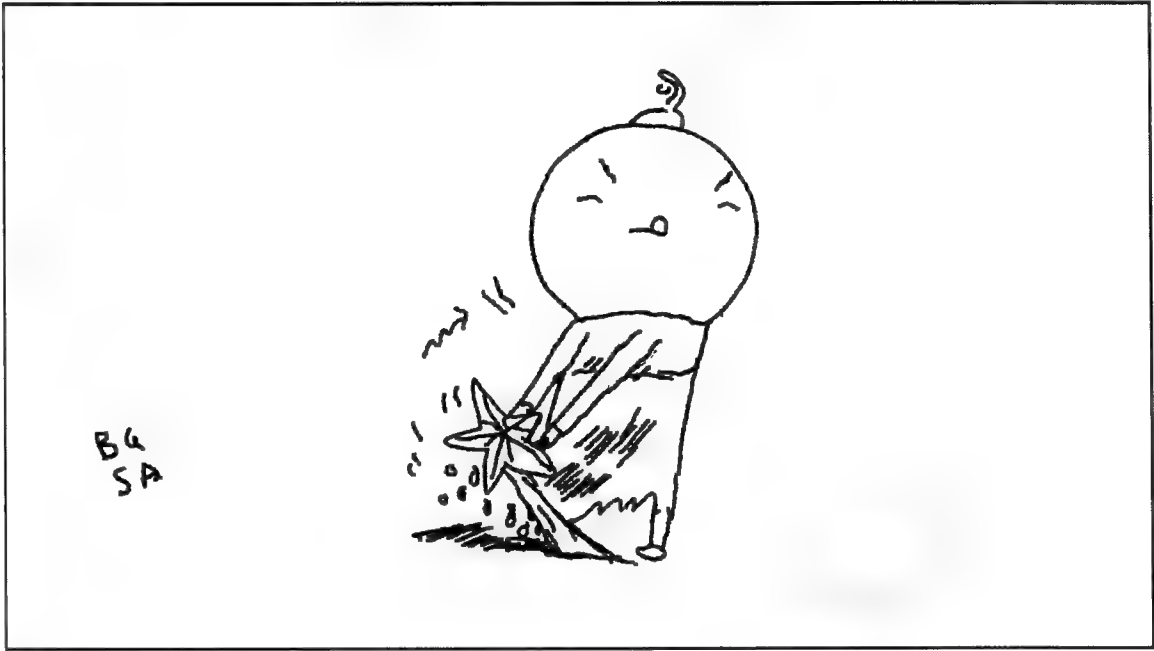


Sc. 80

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

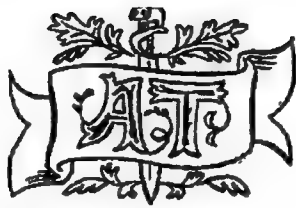


© NEUGH.

STAGGERD MOVEMENT.

1025-195.
EPISODE #
Production :

ADVENTURE TIME

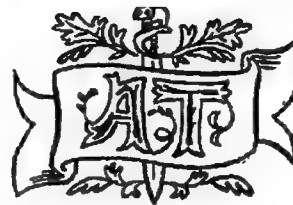


Sc. 80	Pnl. c	Bg.	day night	Sc. 80	Pnl. D	Bg.	day night

Dialog:
Action:
Timing:

1025-195
EPISODE #
Production :

ADVENTURE TIME



Page 114

Sc. 80

Pnl. E

Bg.

day night

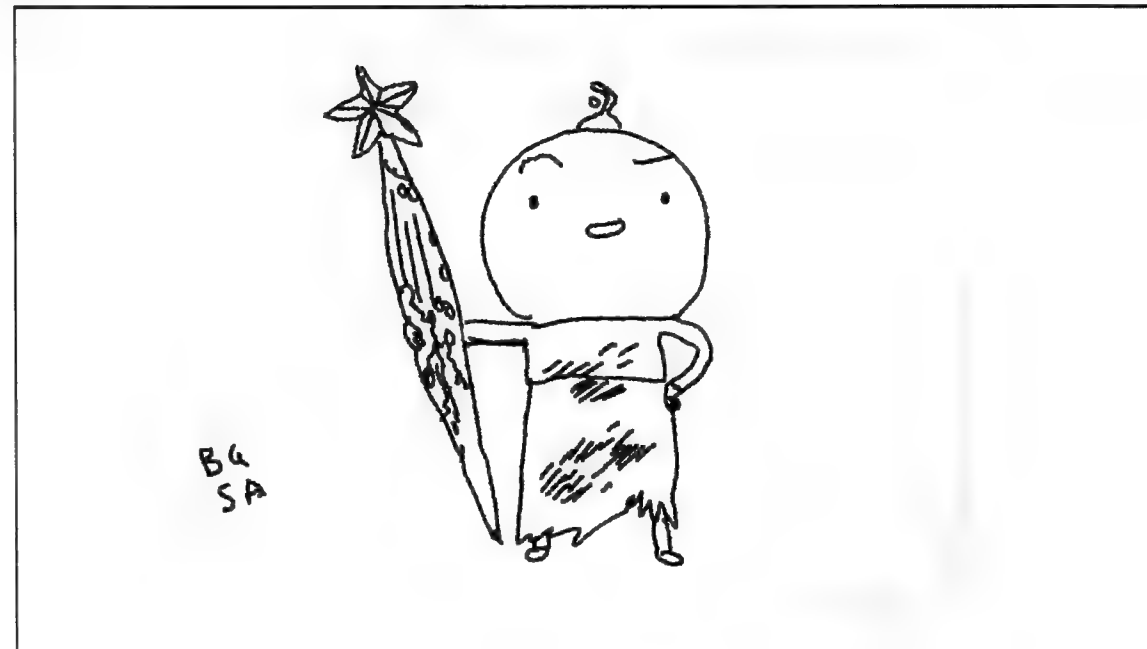


Sc. 80

Pnl. F

Bg.

day night

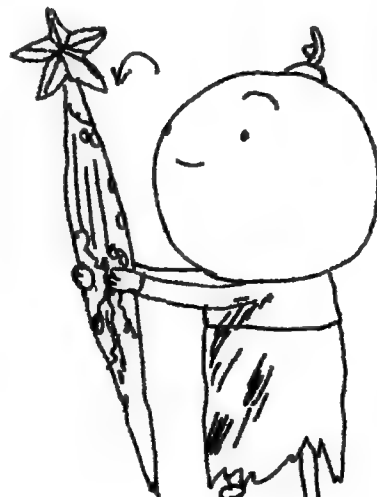


Dialog:

②
© COULD IT BE THE AFORMABLED
"THOUGHT CANNON"?

Action:

Timing:



①

© "BOBBLE BOBBLE" AS THE DEAD MIGHT SAY.

Production :

EPISODE #

1025-195

ADVENTURE TIME



Sc. 80

Pnl. G

Bg.

day night



Sc. 80

Pnl. H

Bg.

day night



Dialog:

©/ THAT'S ...

©/ THE POWER OF GRAYBLES.

Action:

POINTS HARD.

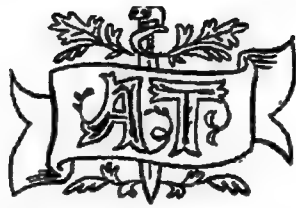
Timing:

1025-195

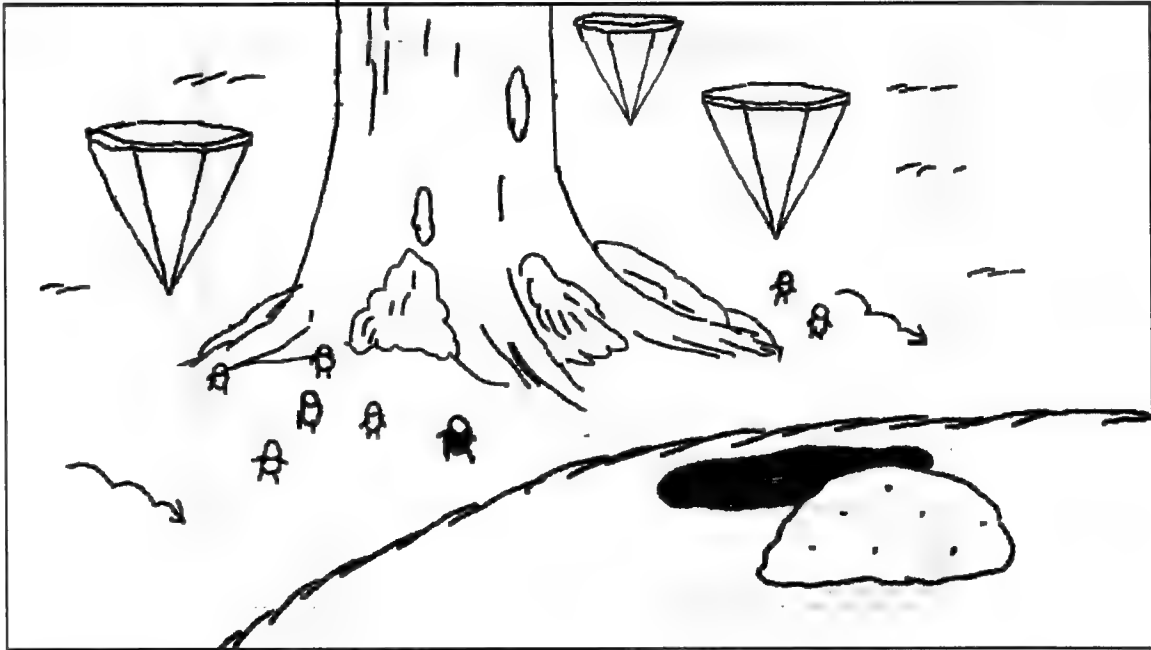
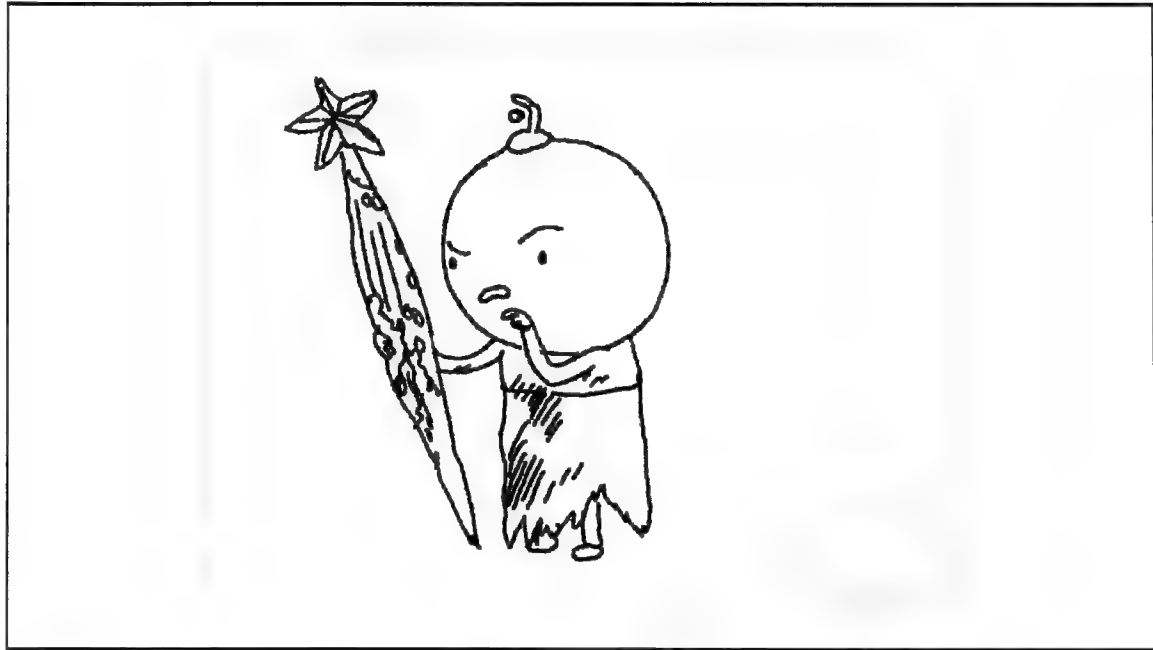
EPISODE #

Production :

ADVENTURE TIME



Sc. 80 Pnl. I Bg. day night Sc. 81 Pnl. A Bg. day night



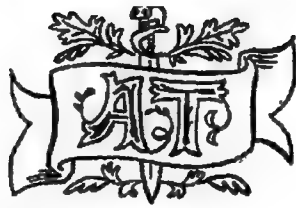
Dialog: (C) NOW HOW DOES THIS WORK. (CONT)(CS) (C) I'M MORE OF AN "INFORMATION CLASS" KIND OF CUBER.

Action: SOLDIERS ON THE MOVE.

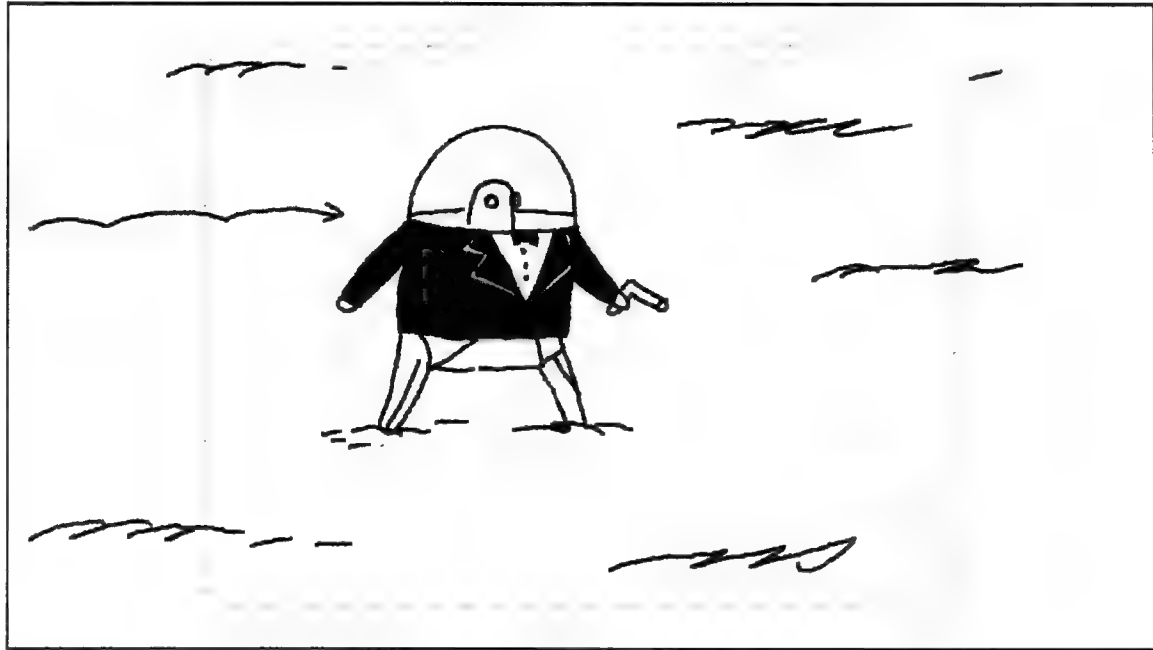
Timing:

EPISODE # 1025-196 Production :

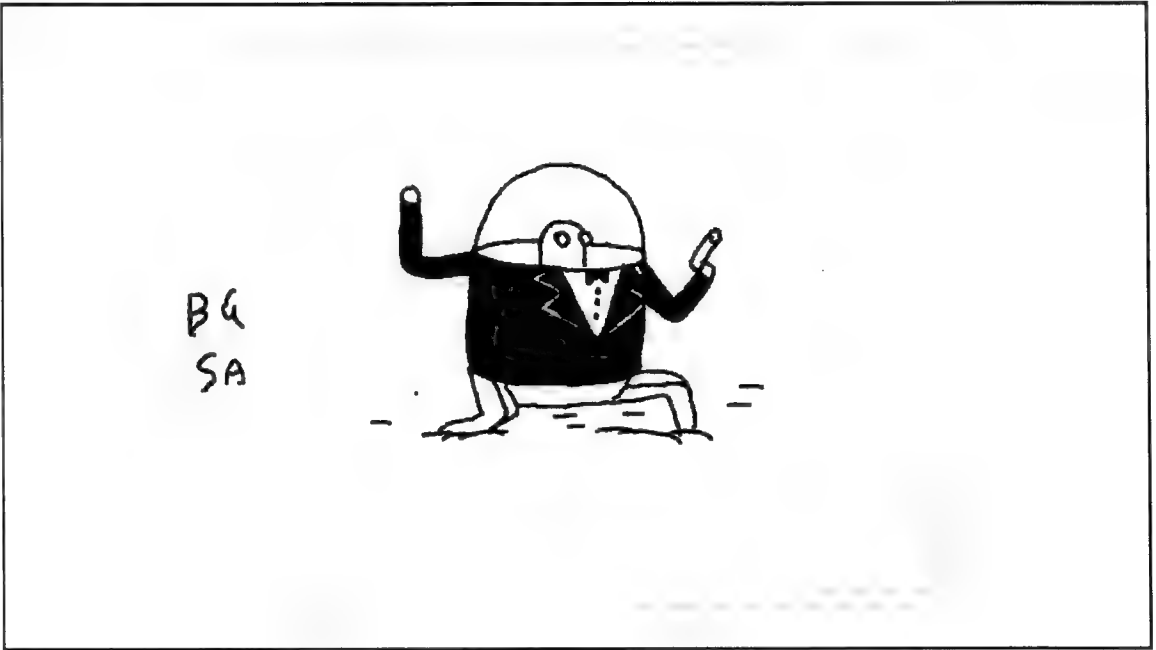
ADVENTURE TIME



Sc. 82 Pnl. A Bg. day night



Sc. 82 Pnl. B Bg. day night



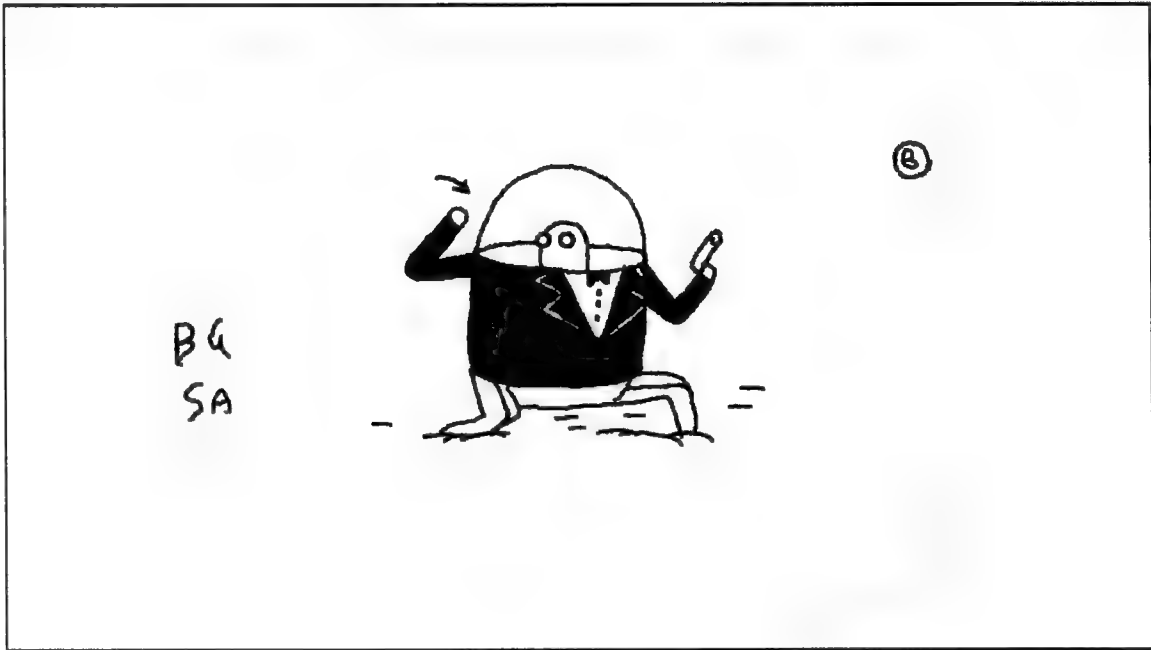
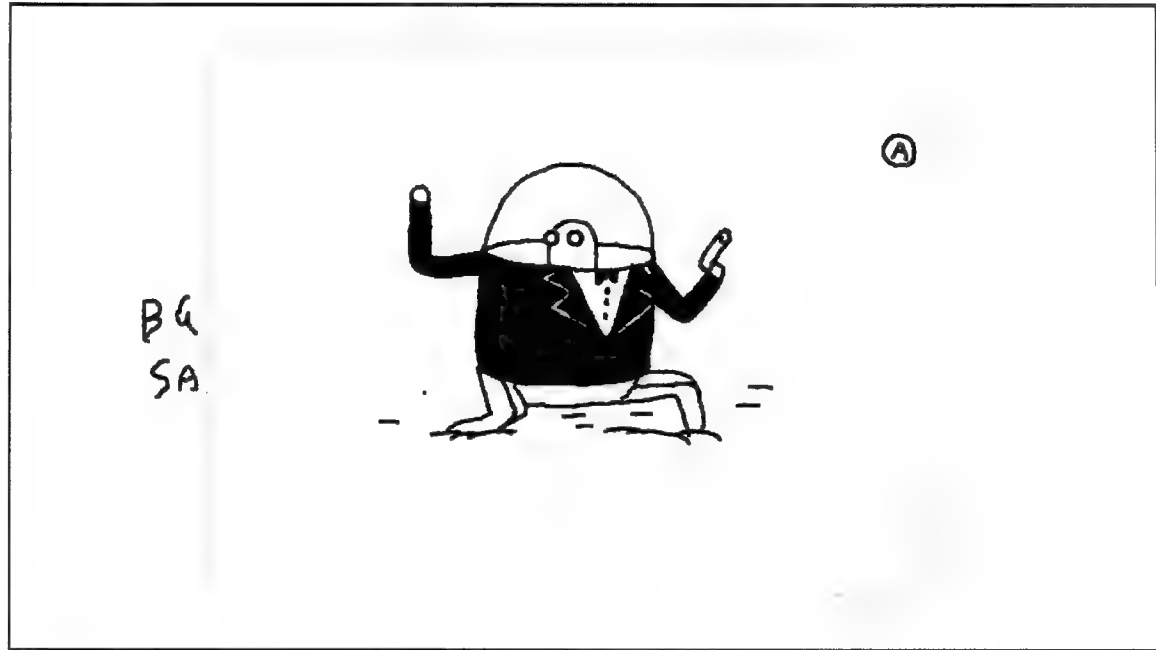
Dialog:
Action:
Timing:

EPISODE # 1025-195
Production :

ADVENTURE TIME



Sc. 82 Pnl. C Bg. day night Sc. 8L Pnl. D Bg. day night



Dialog:

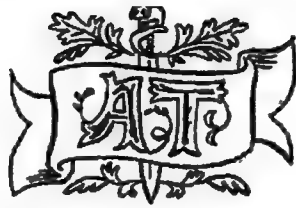
Action:

(A) (B) (A) (B)

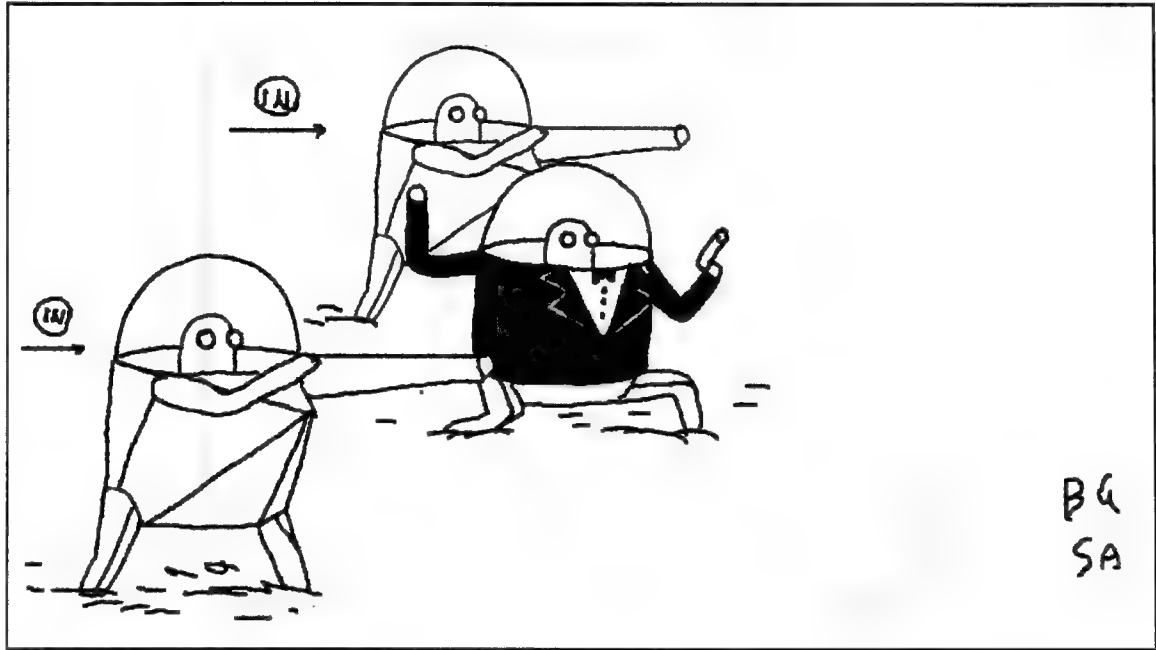
Timing:

1025-195
EPISODE #
Production :

ADVENTURE TIME



Sc. 82 Pnl. E Bg. day night Sc. 82 Pnl. F Bg. day night



Dialog:

(SFX) (GROWING TO THE END OF THIS SCENE, A "BOMB WHISTLE". YOU KNOW WHAT I MEAN!)

Action:

Timing:

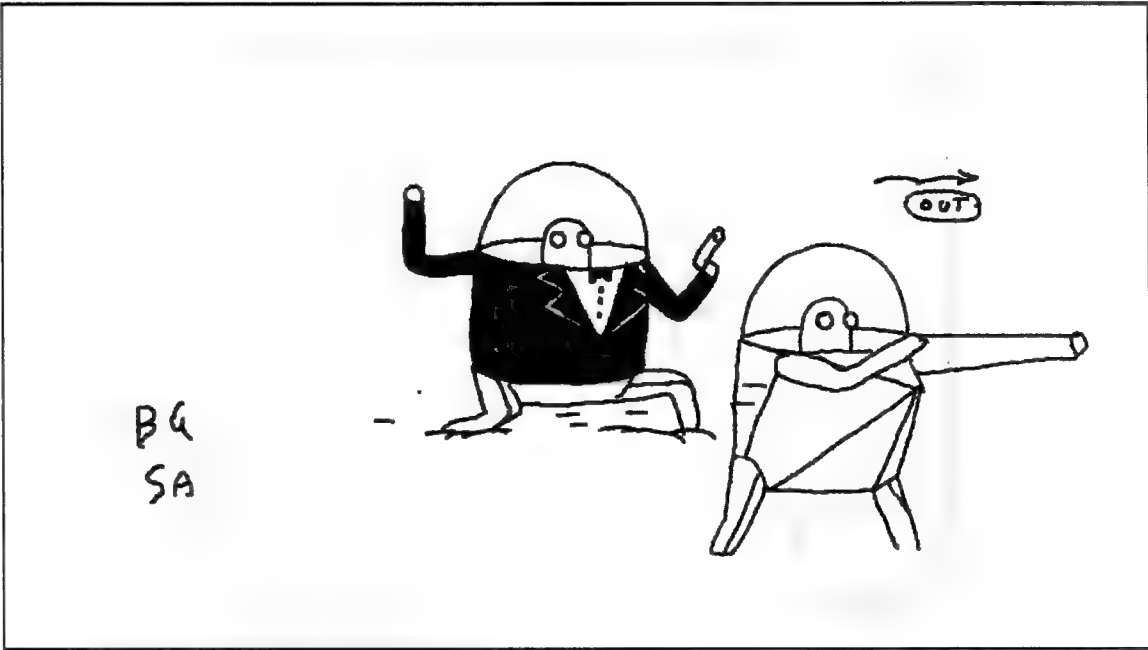
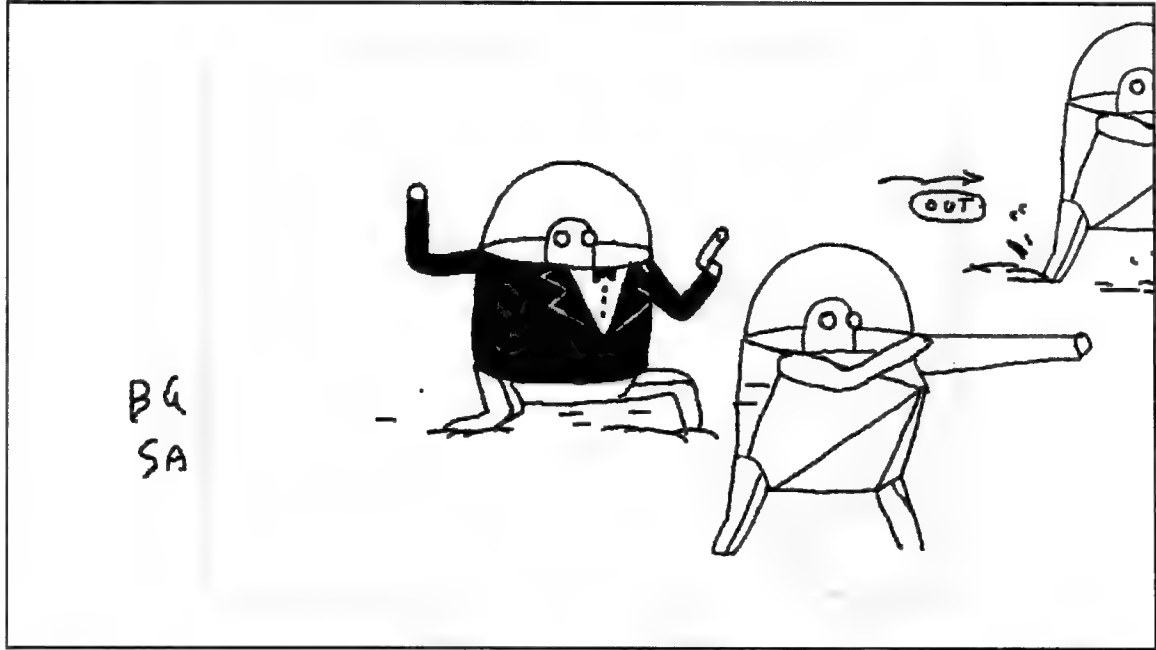
EPISODE # 1025-195
Production :

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ADVENTURE TIME



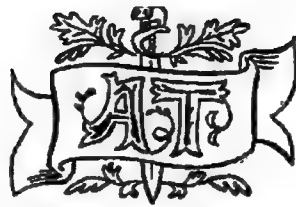
Sc. 82 Pnl. G Bg. day night Sc. 82 Pnl. H Bg. day night

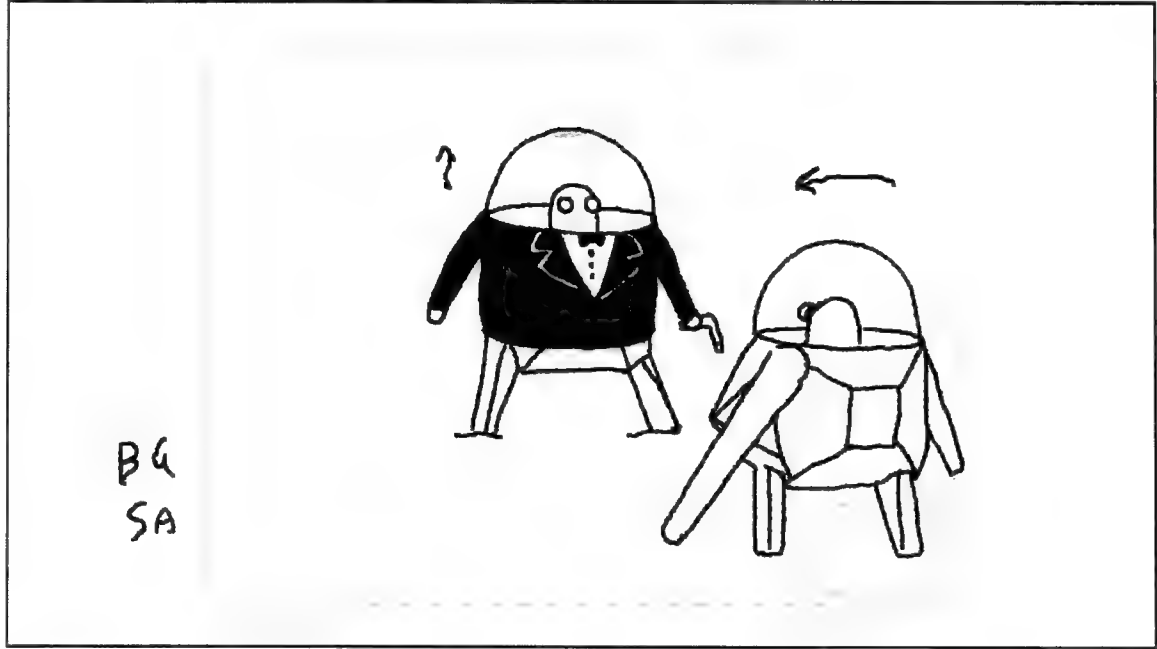
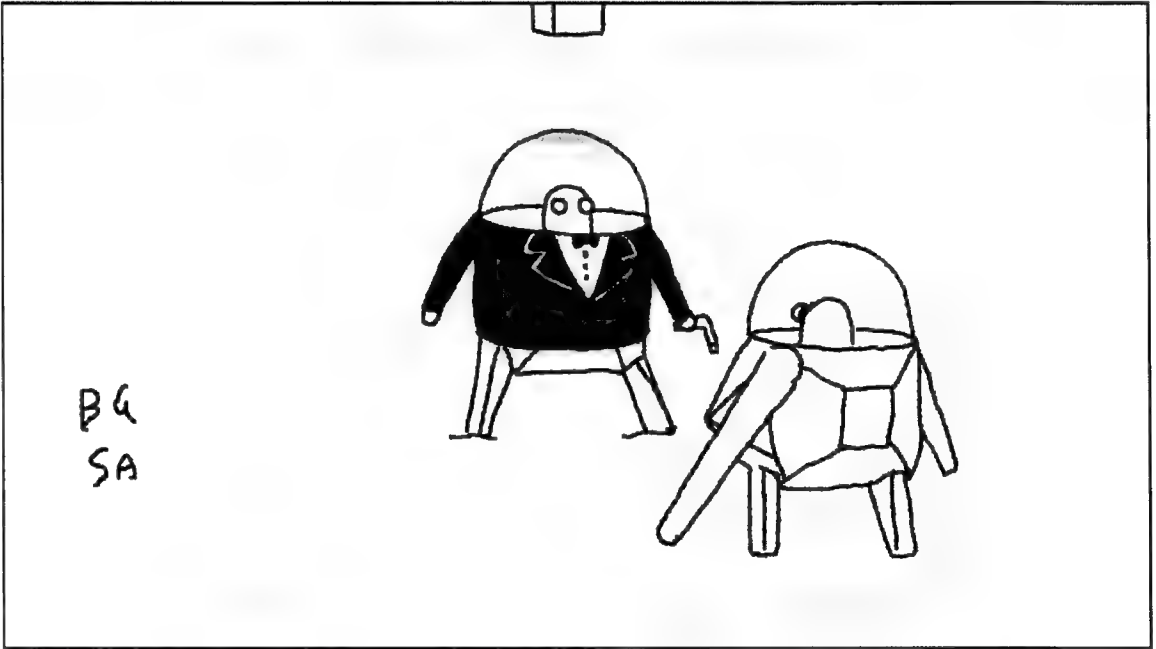


Dialog:
<div>GROOM < WAIT! ></div>
Action:
Timing:

EPISODE # 1025-195
Production :

ADVENTURE TIME



Sc. 82	Pnl. J	Bg.	day night	Sc. 82	Pnl. J	Bg.	day night
							

Dialog:	
<p>Q < DID YOU SAY > "I'M A CLIFF DIVER" ? < OR ALL NOT IN ENGLISH ></p>	
Action:	<p>SHADOW GROWS ON TOP OF ROOM'S HEAD - DOME.</p> <p>CUT JUST AS A TURQUOISE BOX ENTERS FRAME. LIKE, ONE FRAME EVEN.</p>
Timing:	

1025-195
EPISODE #
Production :

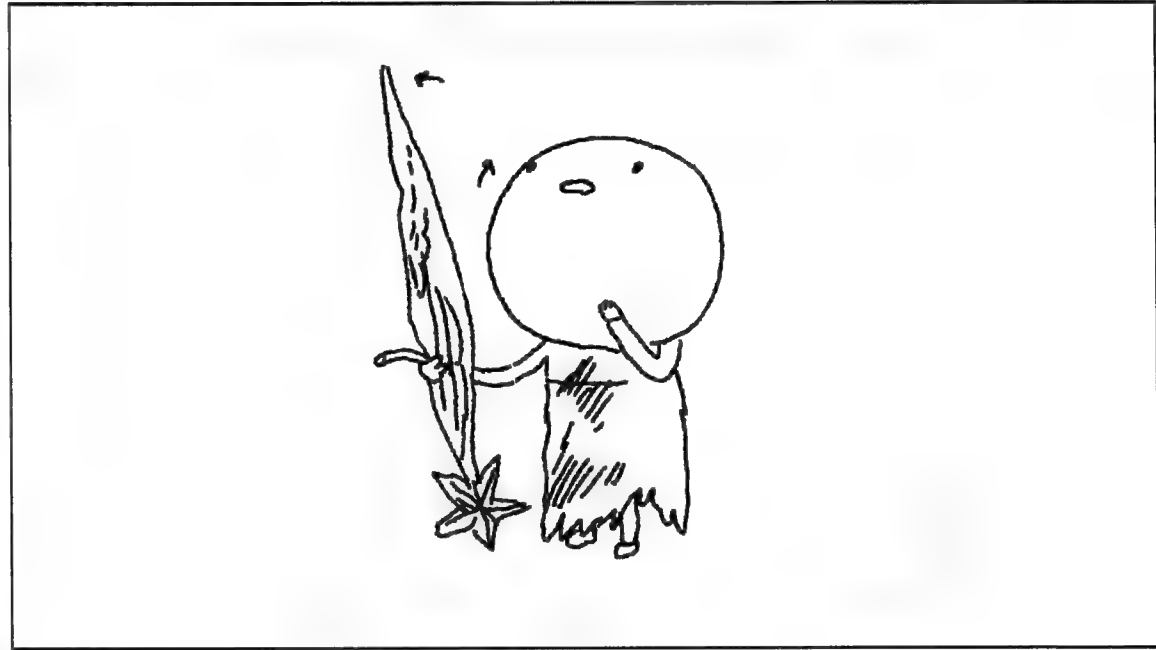
ADVENTURE TIME



Sc. 83 Pnl. A Bg. day night



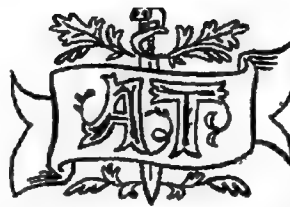
Sc. 83 Pnl. B Bg. day night



Dialog:	(SPX) (OS) SMASH (C) HH!
Action:	
Timing:	

EPISODE # 1025-195
Production :

ADVENTURE TIME



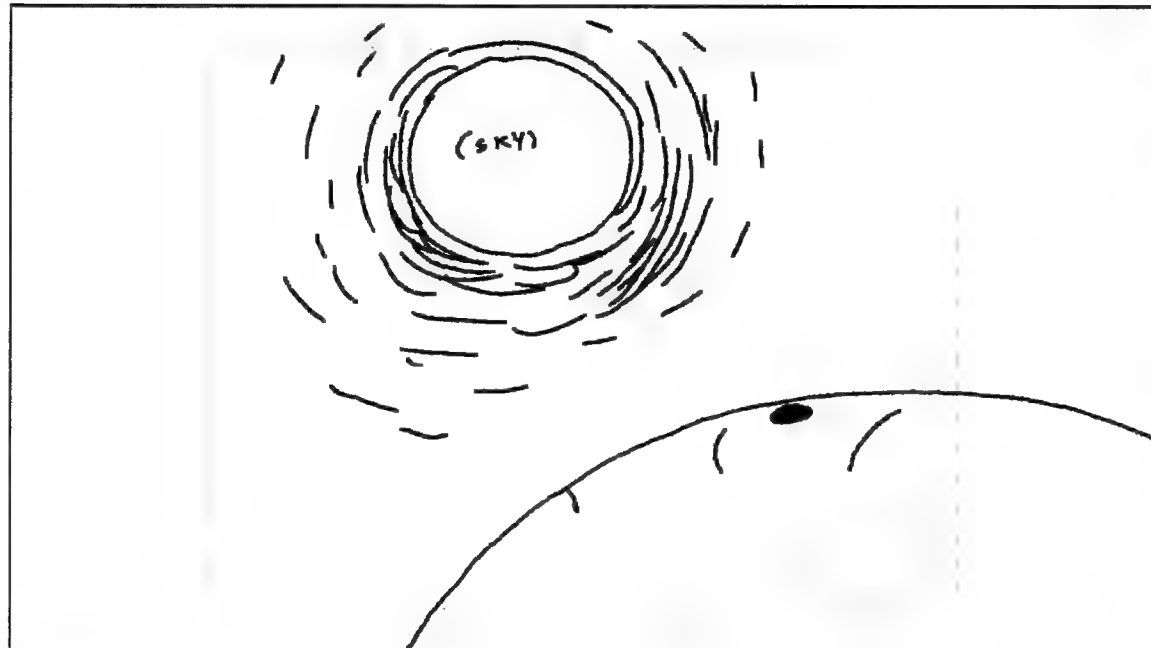
Page 123

Sc. 84

Pnl. A

Bg.

day night

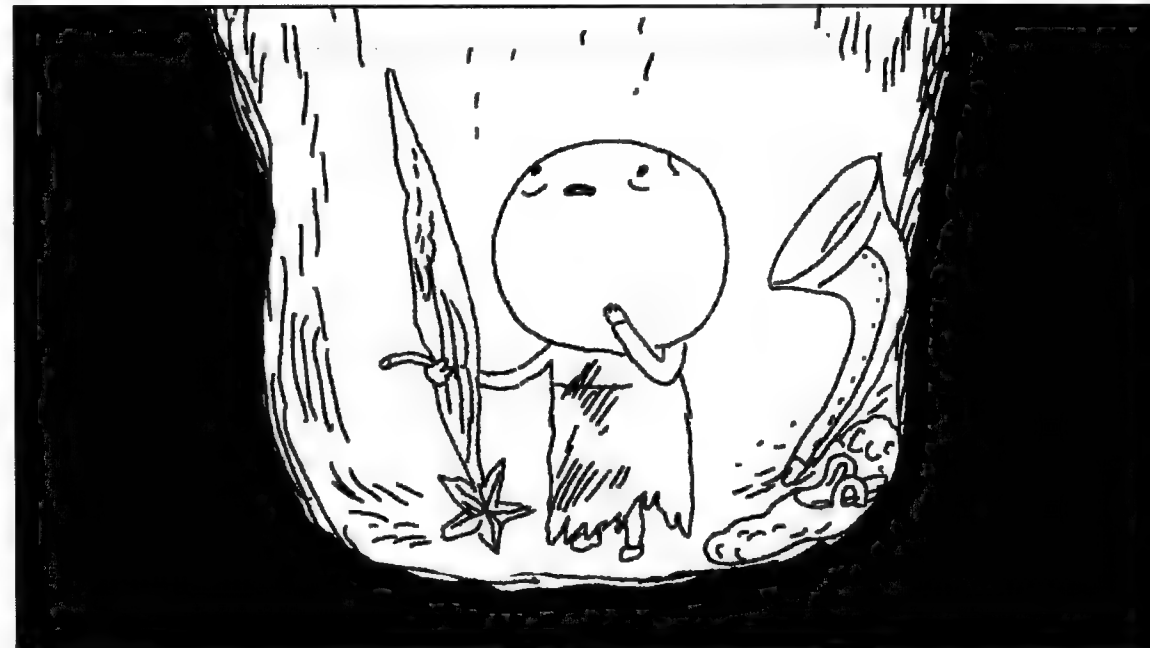


Sc. 85

Pnl. A

Bg.

day night



Dialog:

Q (os.) < CUSSING >

Action:

SP

Timing:

EPISODE # 1025-195

Production :

ADVENTURE TIME

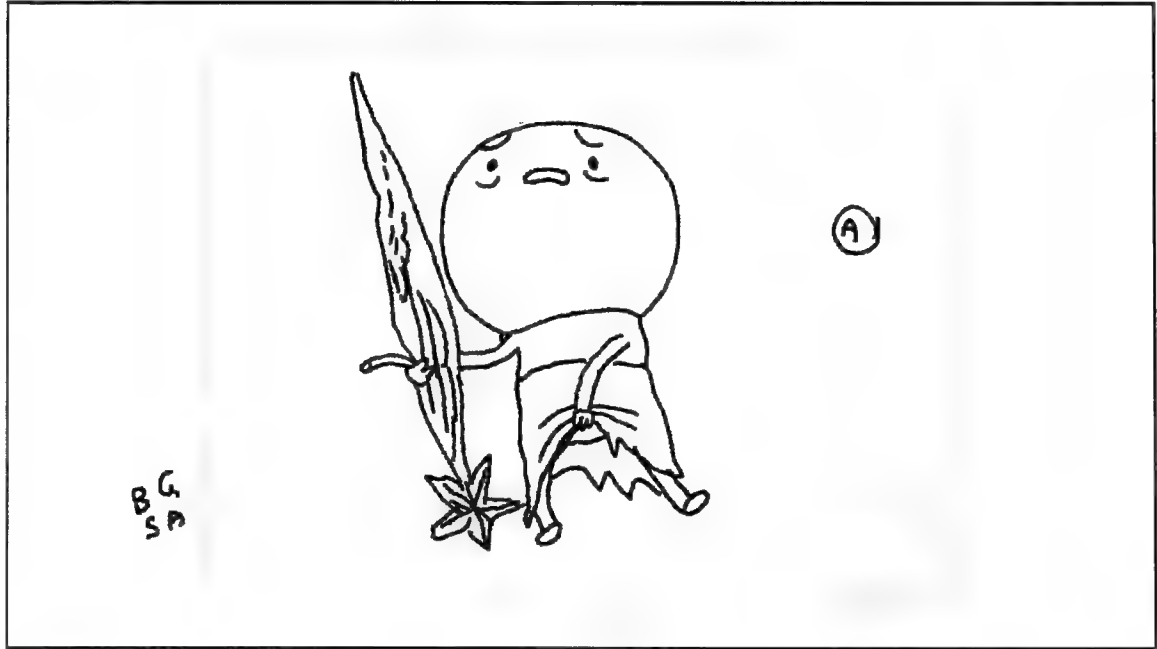


Sc. 85

Pnl. B

Bg.

day night

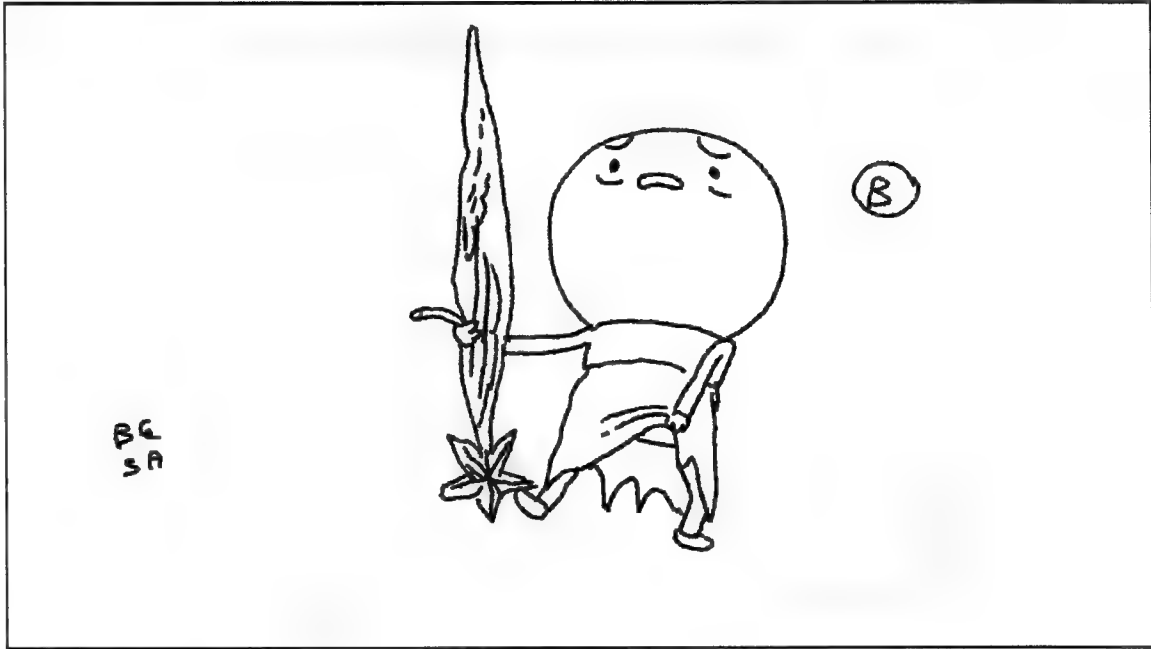


Sc. 85

Pnl. C

Bg.

day night



Dialog:

© UH H H H H

Action:

HOLDING UP HIS DRESS.

A

B

A

B

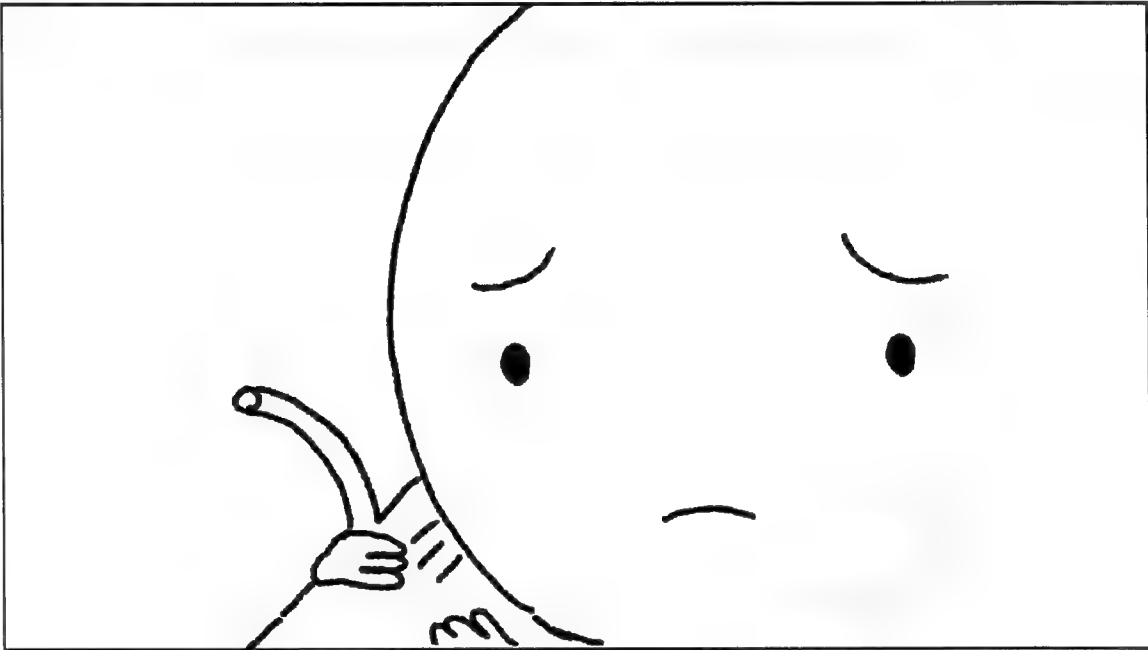
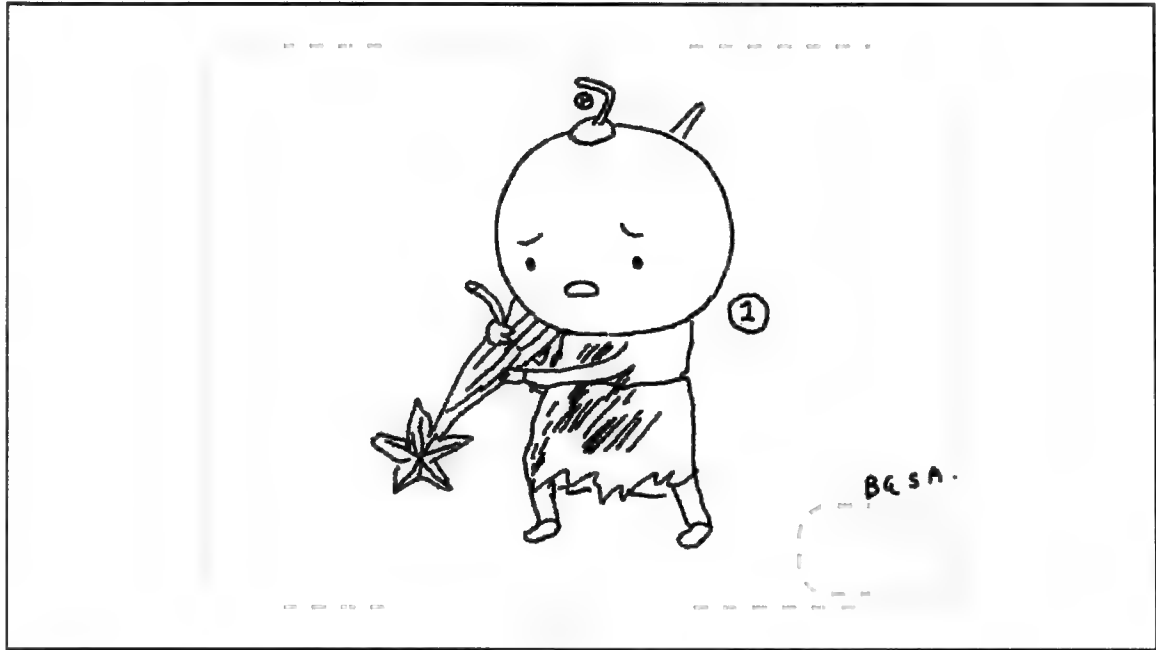
Timing:

EPISODE # 1025-1a5
Production :

ADVENTURE TIME



Sc. 85 Pnl. 0 Bg. day night Sc. 86 Pnl. A Bg. day night



Dialog:

Q I GUESS HERE GOES BABLE.

Action:

Timing:

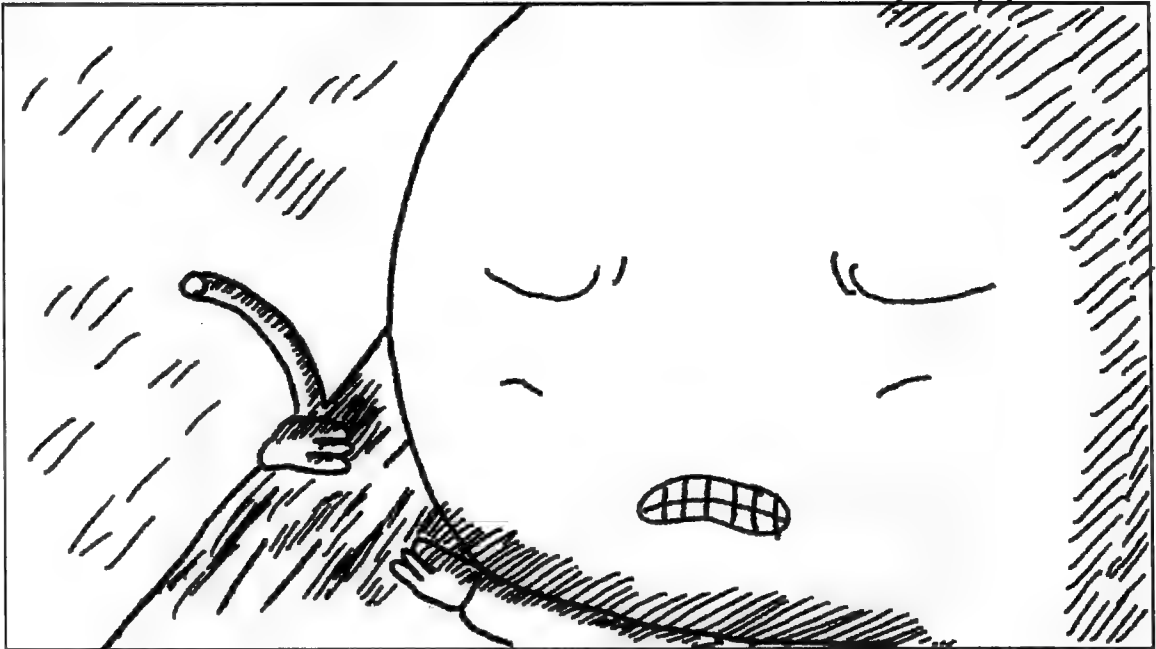
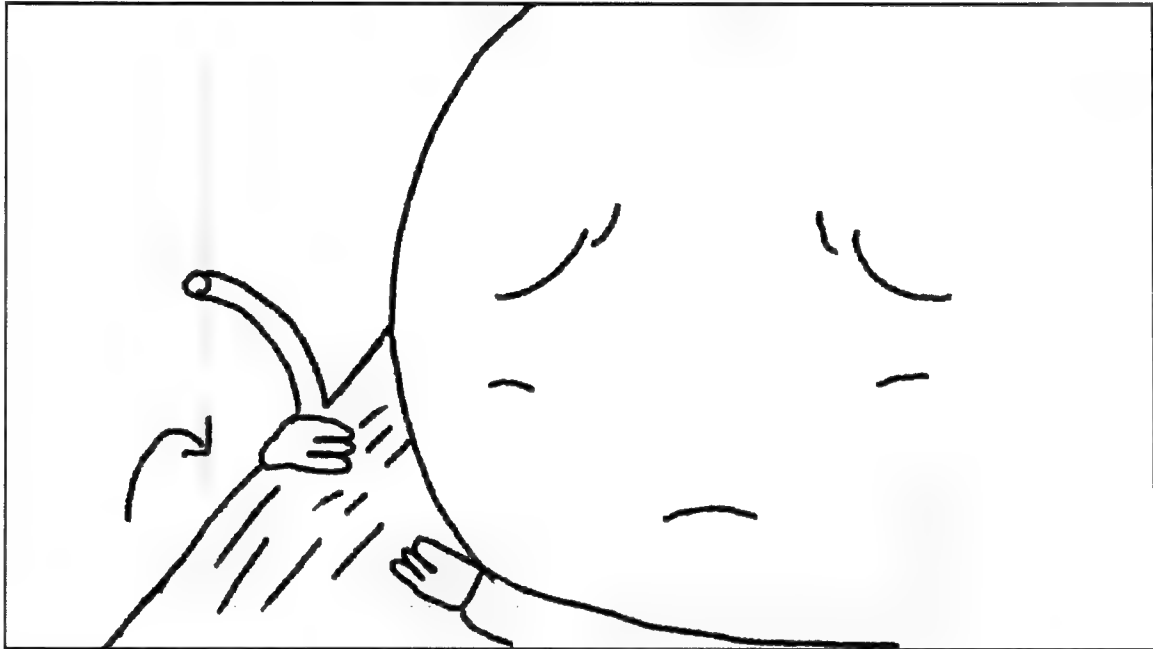
EPISODE # 1025-195
Production :

ADVENTURE TIME



Page 126

Sc. 86 Pnl. B Bg. day night Sc. 86 Pnl. C Bg. day night



Dialog:	(SFX) REEEEEEVVV
Action:	
Timing:	

Production : 1025-195 EPISODE #

ADVENTURE TIME



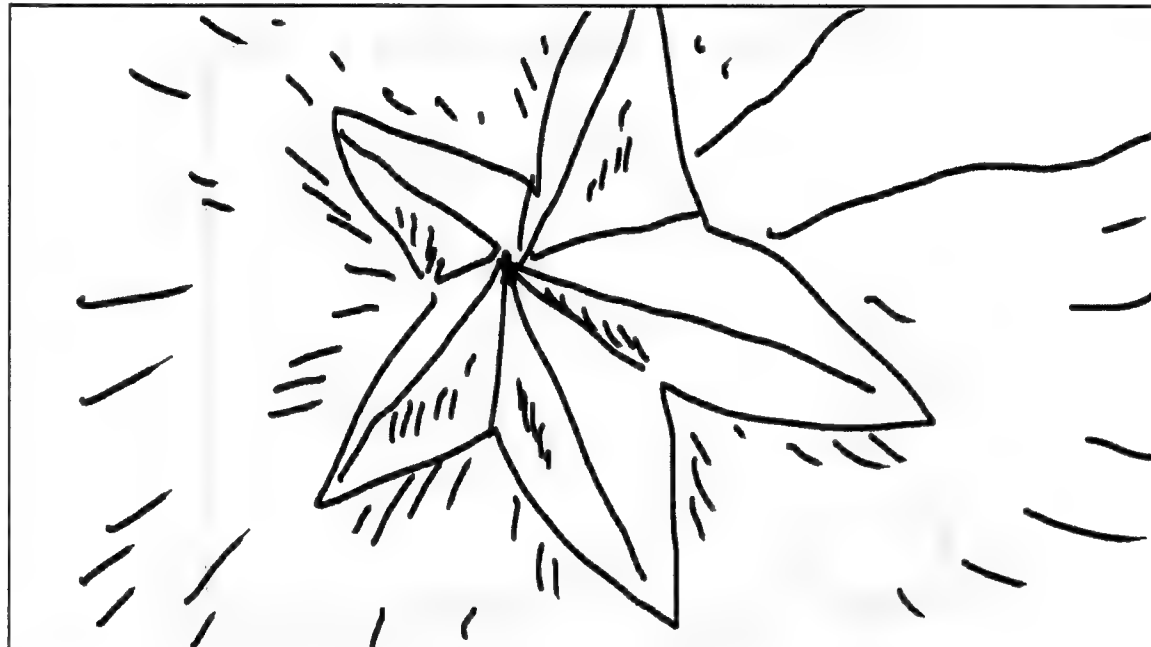
Page 127

Sc. 87

Pnl. A

Bg.

day night

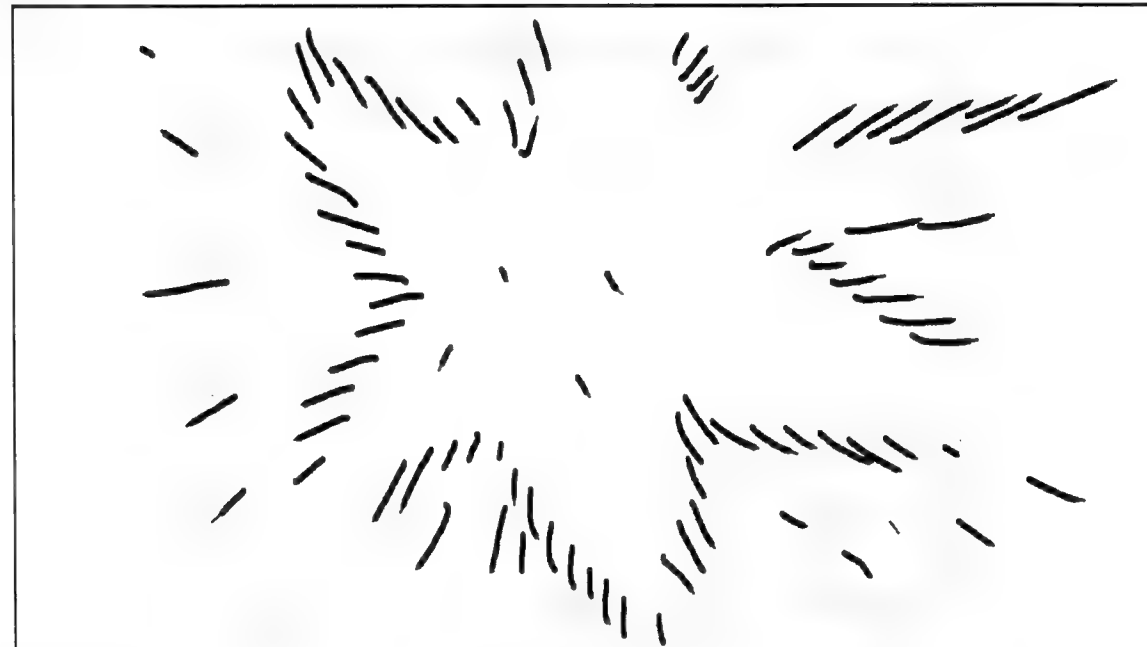


Sc. 87

Pnl. B

Bg.

day night



Dialog:

© R E E E E V V V !

Action:

... AND WHITES OUT!

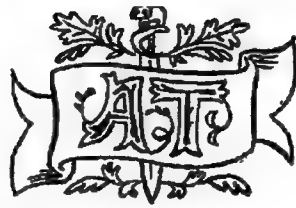
Timing:

1025-1a5

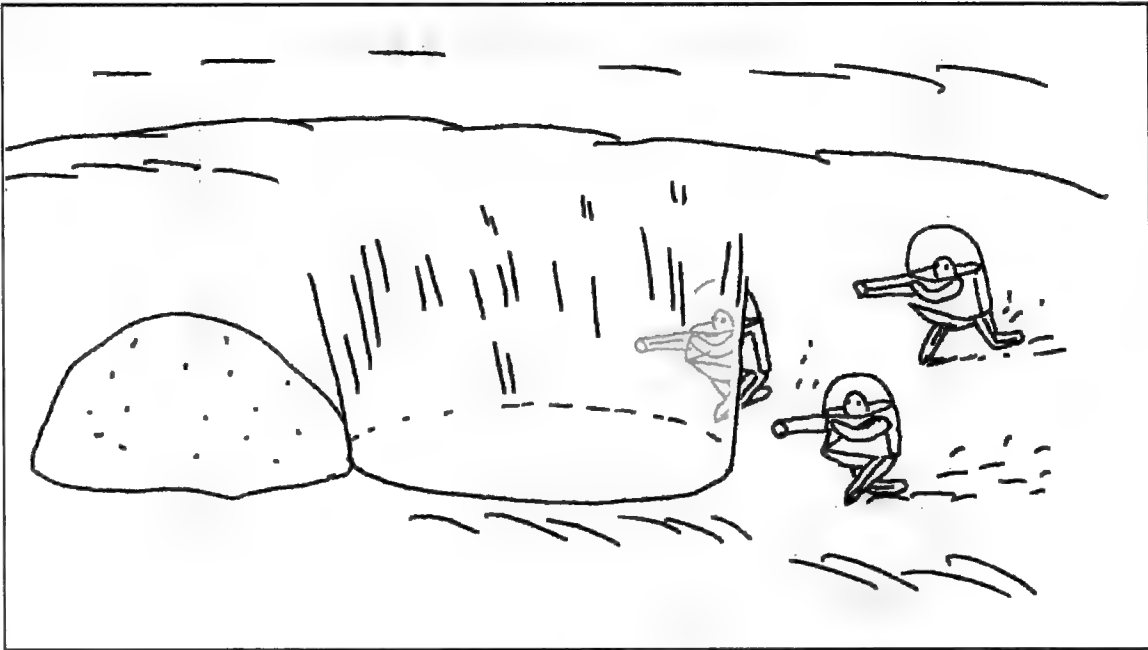
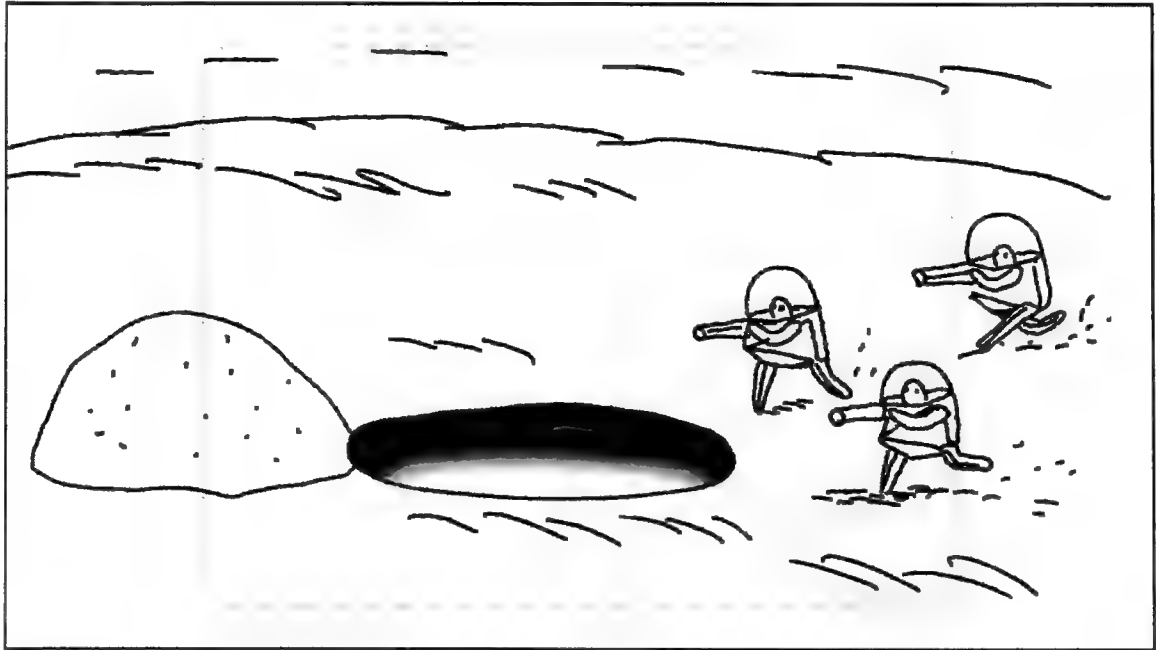
EPISODE #

Production :

ADVENTURE TIME



Sc. 88 Pnl. A Bg. day night Sc. 88 Pnl. B Bg. day night



Dialog:

Action:

A FLASH ... MAYBE?

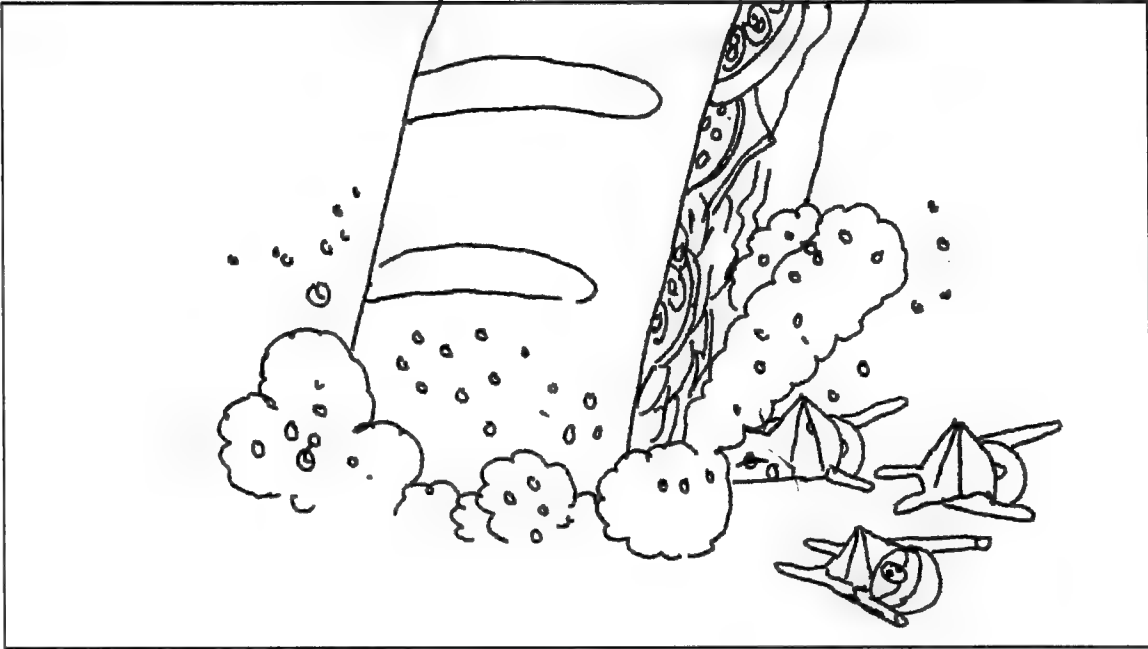
Timing:

1025-19S
EPISODE #
Production :

ADVENTURE TIME



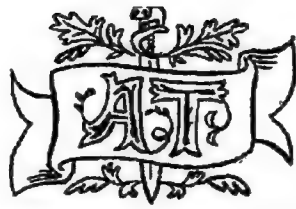
Sc. 88 Pnl. c Bg. day night Sc. 88 Pnl. d Bg. day night



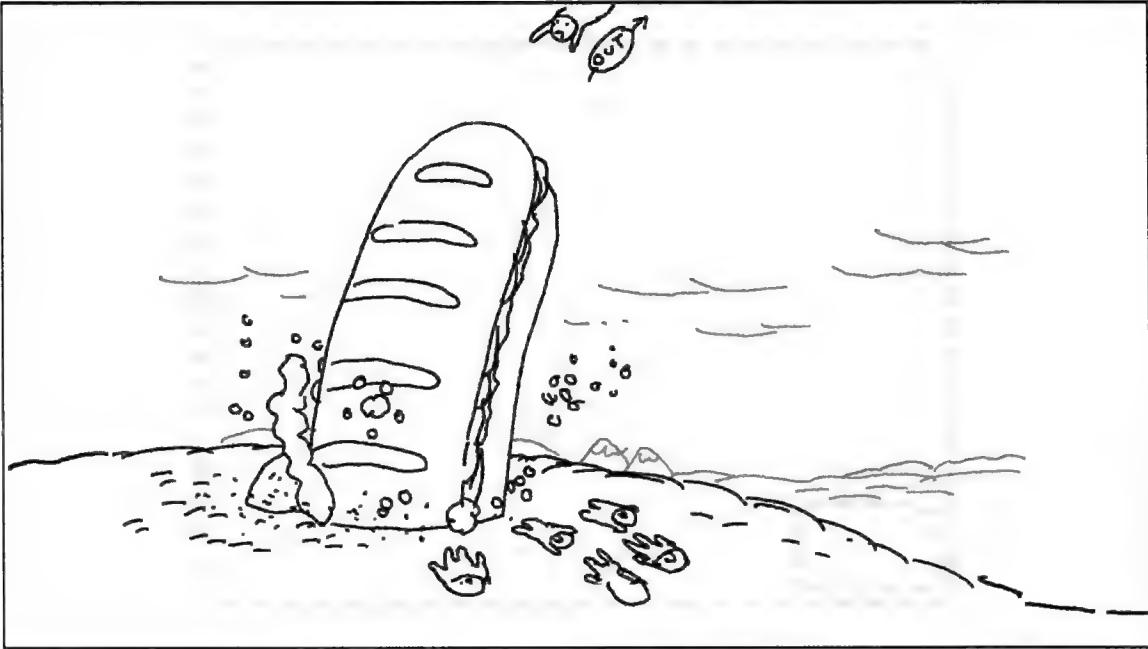
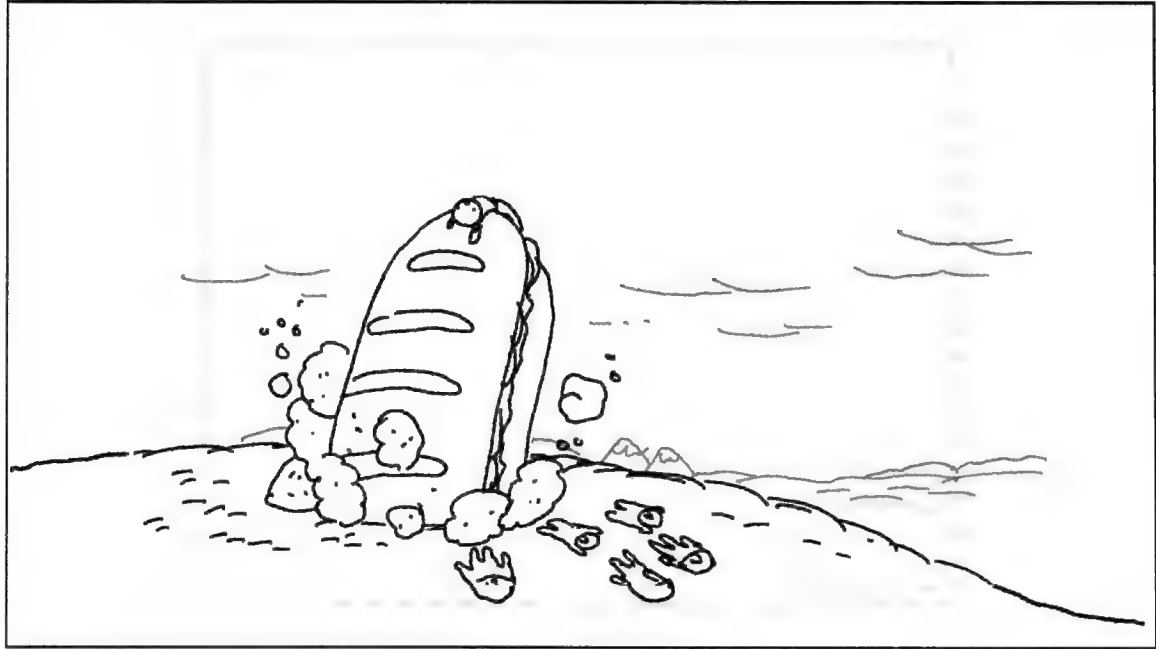
Dialog:
<div>SFX/ BOOM!</div>
Action:
Timing:

Production : 1025-195 EPISODE #

ADVENTURE TIME



Sc. 89 Pnl. A Bg. day night Sc. 89 Pnl. B Bg. day night

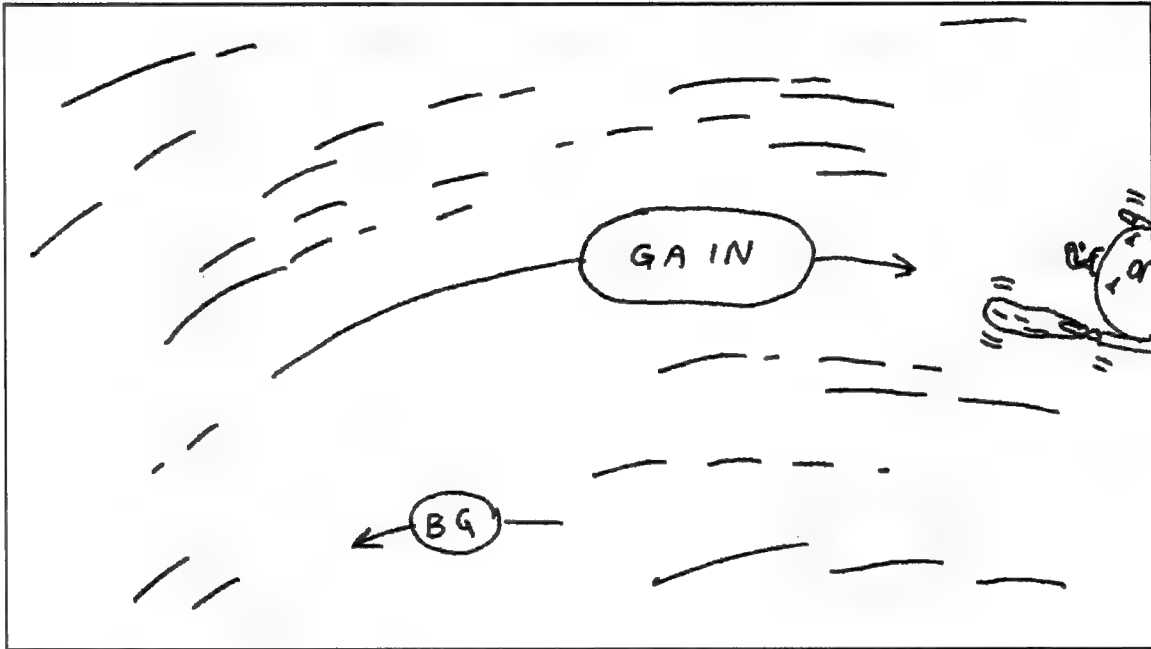
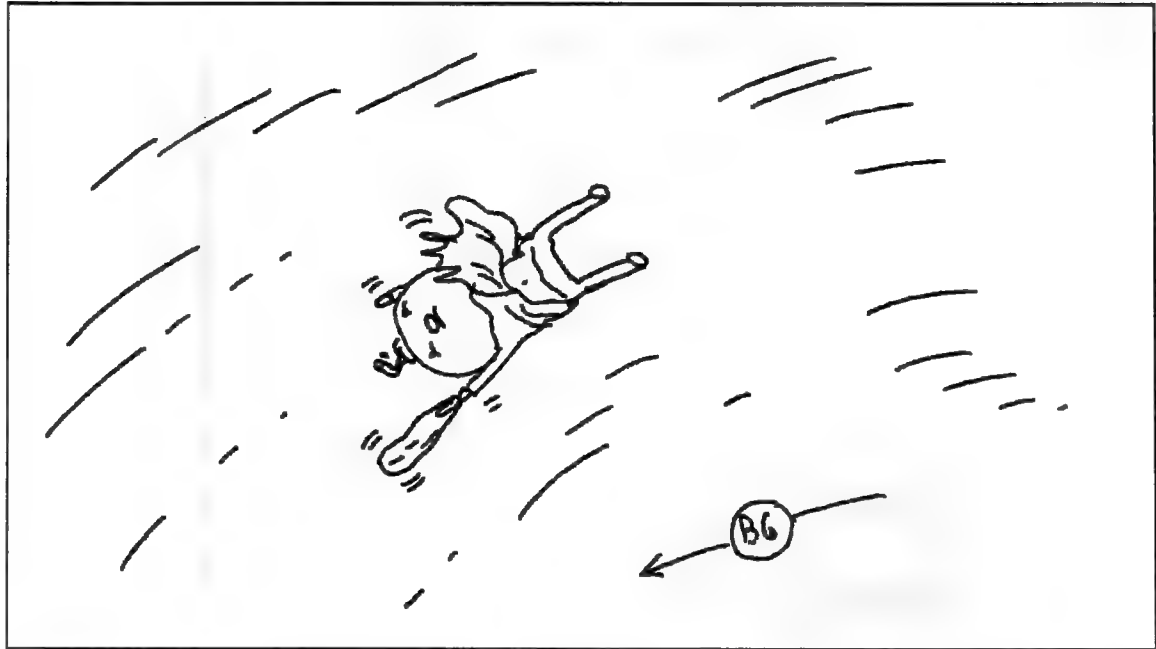


Dialog:
Action: ... IS THIS TOO JUMPED ? ...
Timing:

ADVENTURE TIME



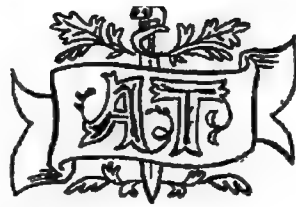
Sc. 90 Pnl. A Bg. day night Sc. 90 Pnl. B Bg. day night



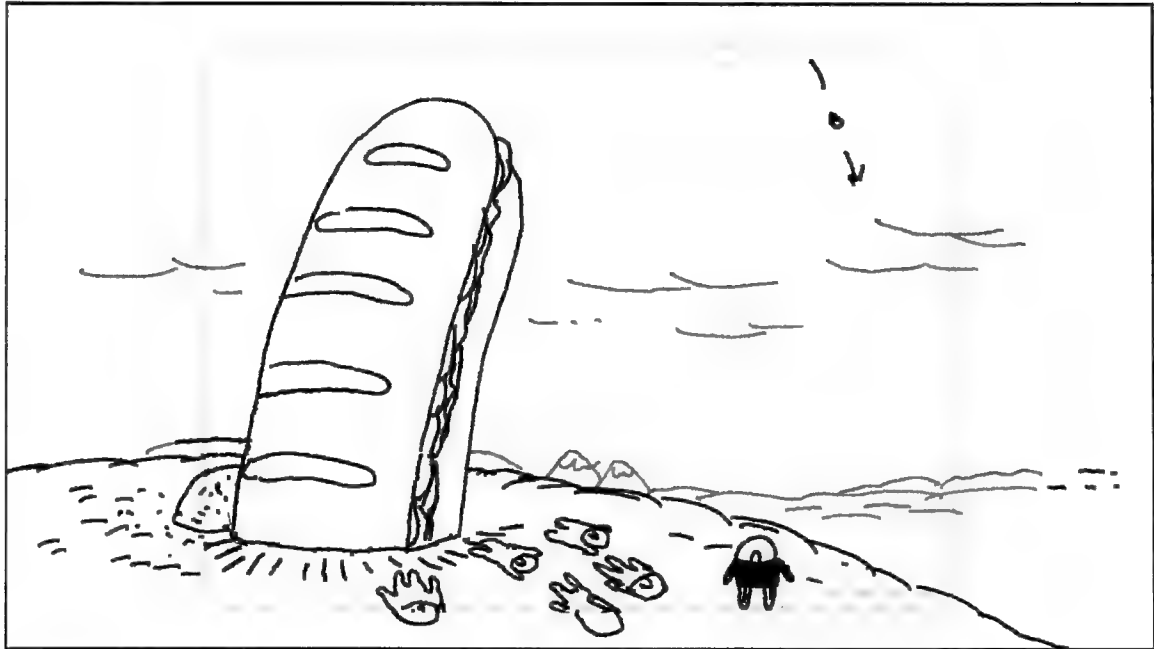
Dialog: (SFX) (WIND WOOSHING)
C) HAHA, UNBELIEVABLE. YOU TRY TO NOT THINK OF A SANDWICH AND LOOK WHAT HAPPENS: A SANDWICH.
Action:
Timing:

EPISODE # 1025-105
Production :

ADVENTURE TIME



Sc. 91 Pnl. A Bg. day night Sc. 11 Pnl. B Bg. day night



Dialog:
Action: - CUBER FALLS IN THE DISTANCE - GROOM WALKS UP.
Timing:

Production : 1025-195 EPISODE #

ADVENTURE TIME



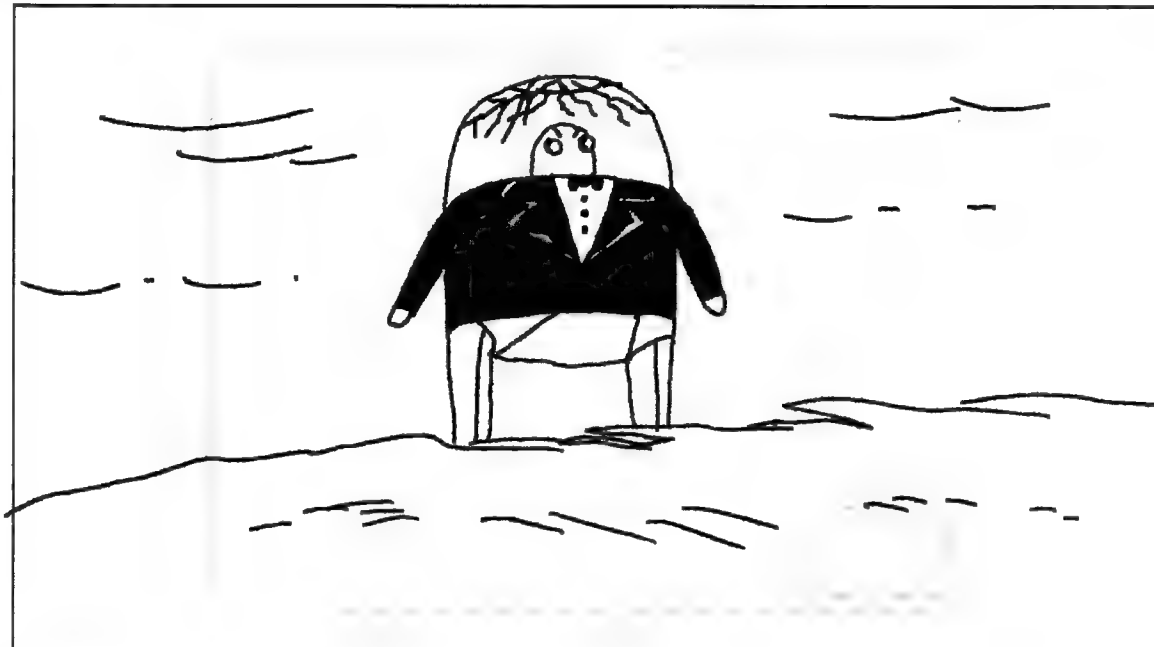
Page 133

Sc. 92

Pnl. 4

Bg.

day night



Sc. 92

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



- STAMPS .
- GRASS
CARRIED UP
ON A BREEZE
MAYBE .

Production :

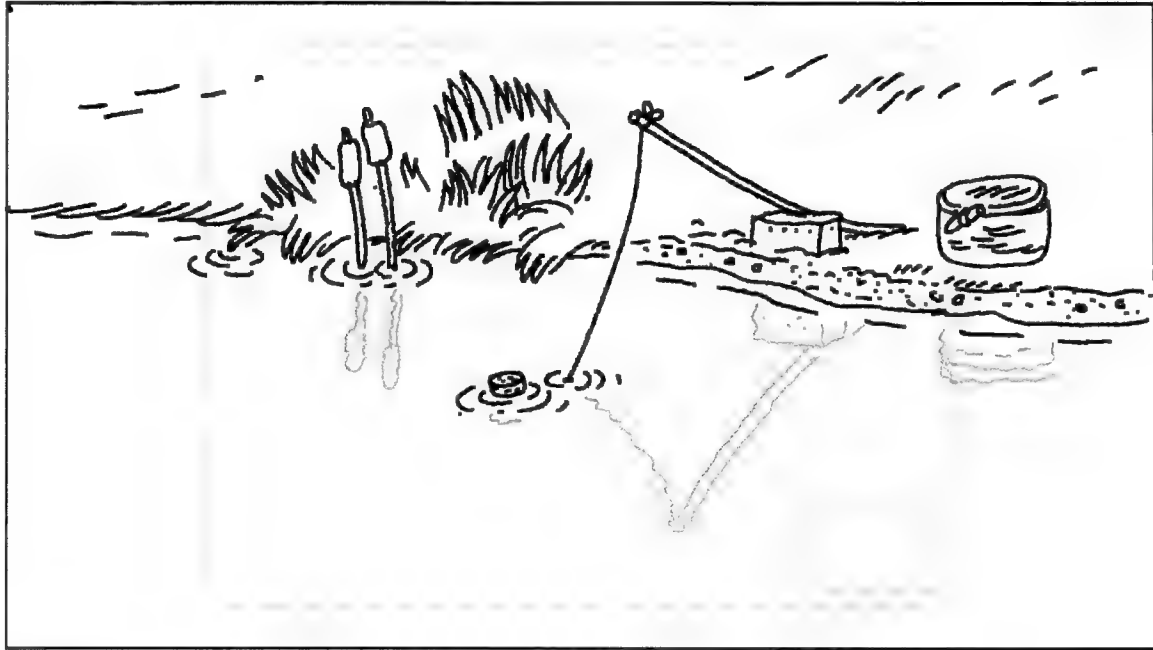
EPISODE #

1025-195

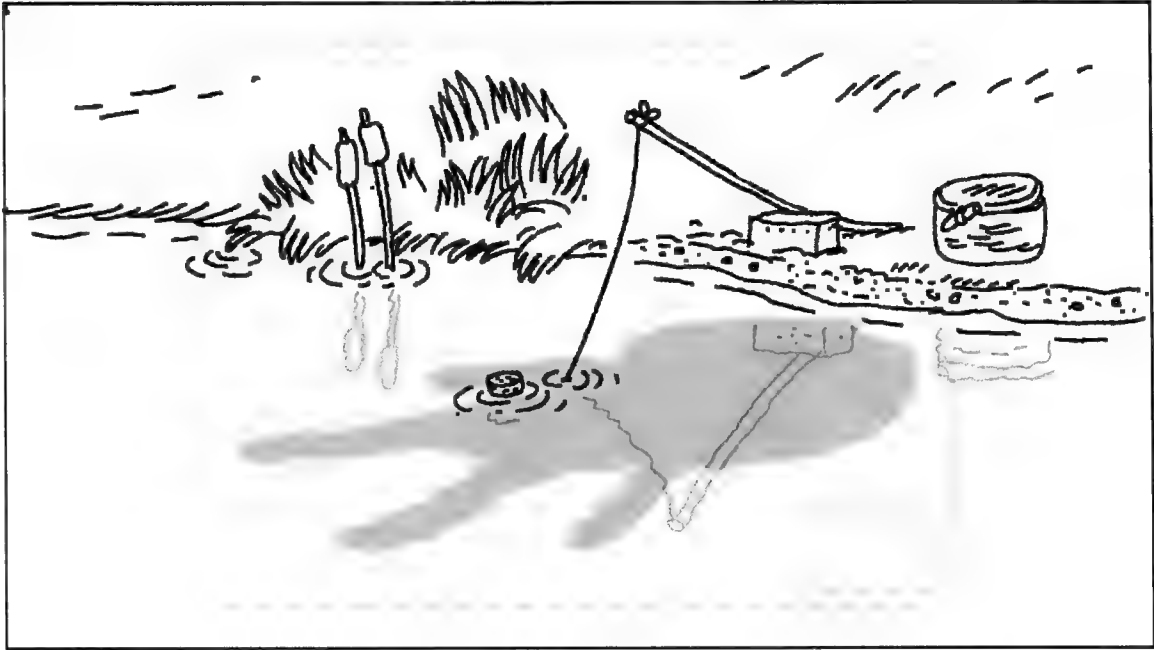
ADVENTURE TIME



Sc. 93 Pnl. A Bg. day night



Sc. 93 Pnl. B Bg. day night

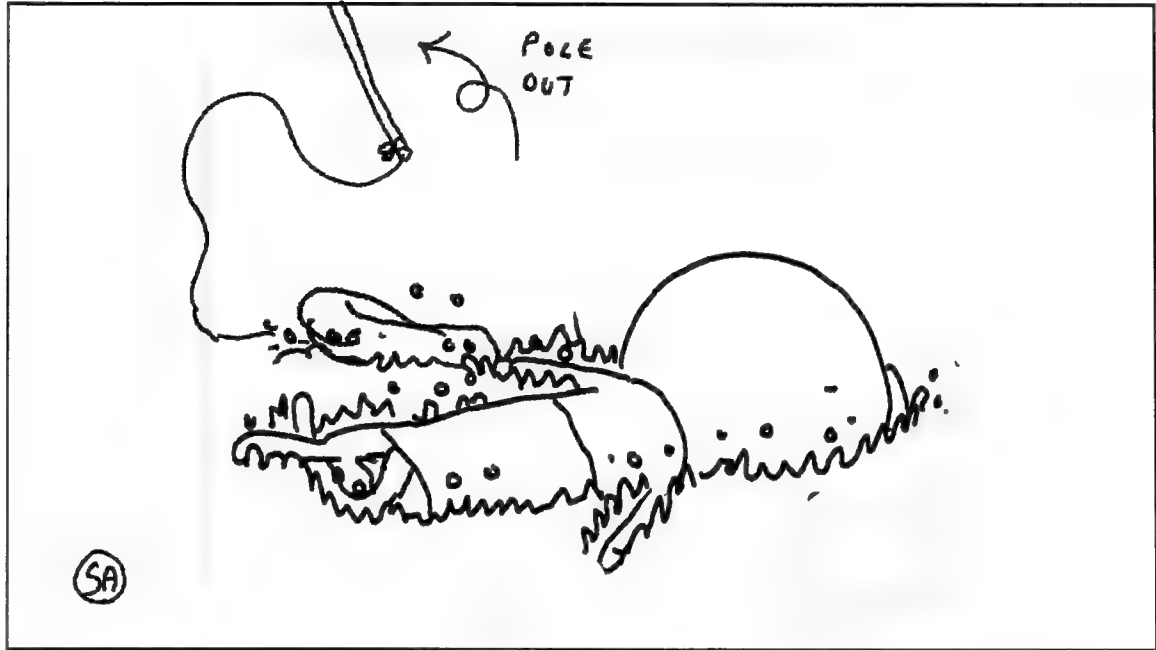


Dialog:
Action:
Timing:

ADVENTURE TIME



Sc. 93 Pnl. C Bg. day night Sc. 93 Pnl. D Bg. day night



Dialog:	<u>SPLISH</u>	© OOH H H H H H!!!
Action:		
Timing:		

EPISODE # 1025-195
Production :

ADVENTURE TIME



Sc. 93 Pnl. E Bg. day night



Sc. 93 Pnl. F Bg. day night



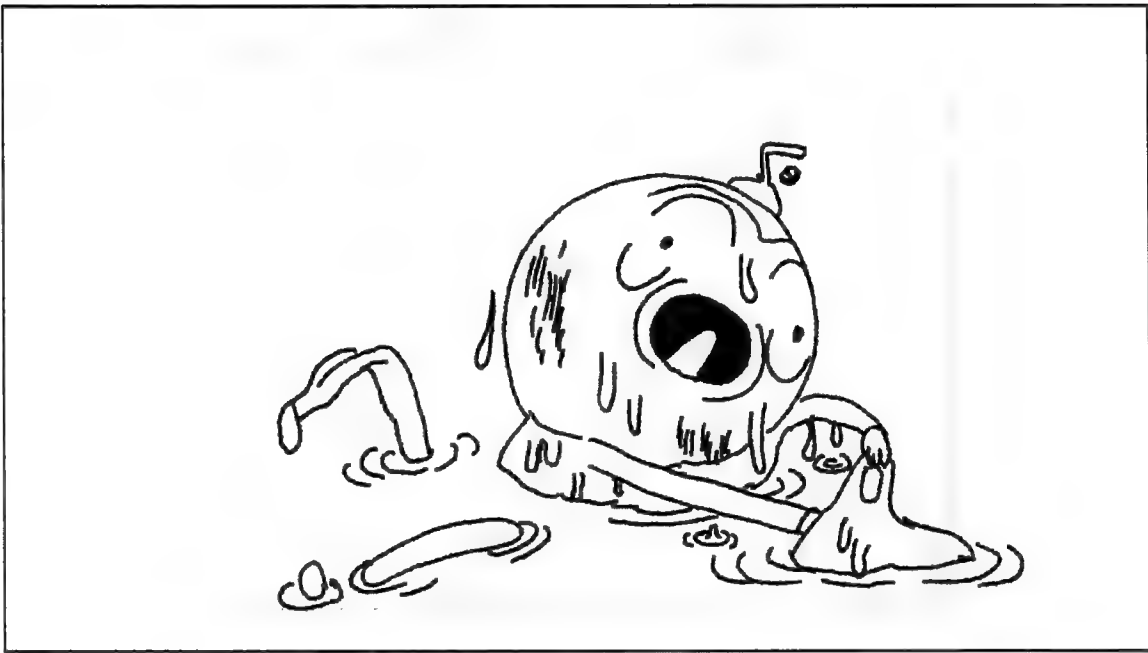
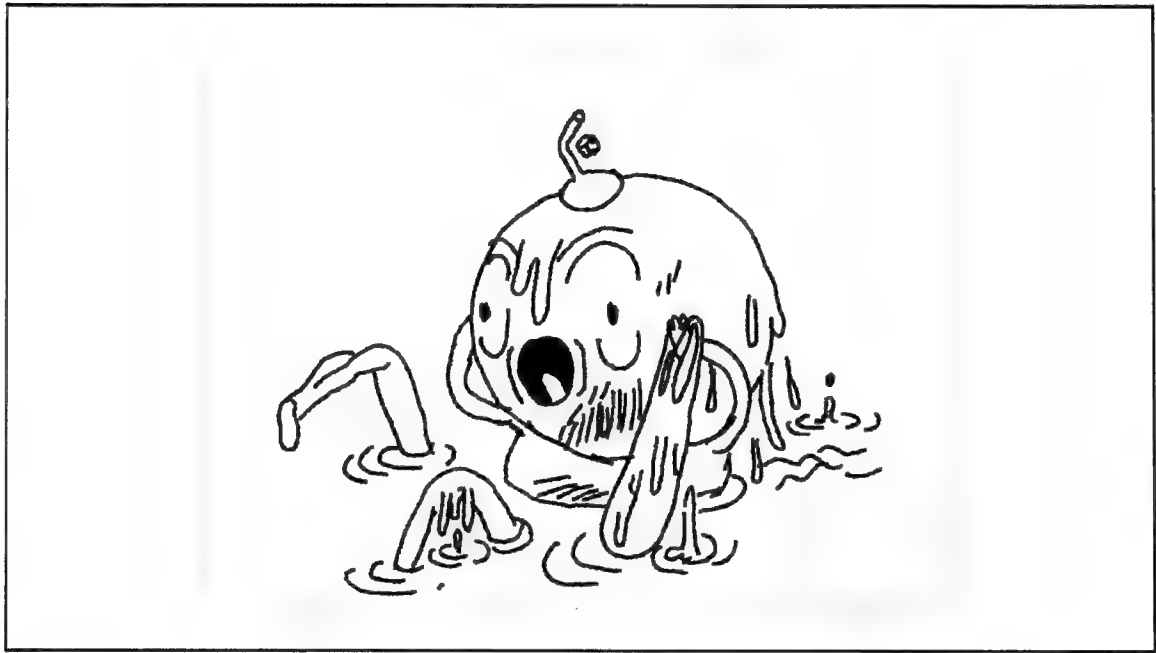
Dialog:	
C/ OH MOMMA'S MILK!!!	C/ OH MY MOMMA'S MILK!!!
ALT/ OH MOTHER!!!	ALT/ OH MY MOTHER!!!
Action:	
	WHOLE BODY SHAKES HERE.
Timing:	

EPISODE # 1025-195
Production :

ADVENTURE TIME



Sc. 93 Pnl. G Bg. day night Sc. 93 Pnl. H Bg. day night



Dialog:

Ⓒ OH, THAT MILK.!!!

Ⓐ MARRIED TO MY FATHER!!!

Action:

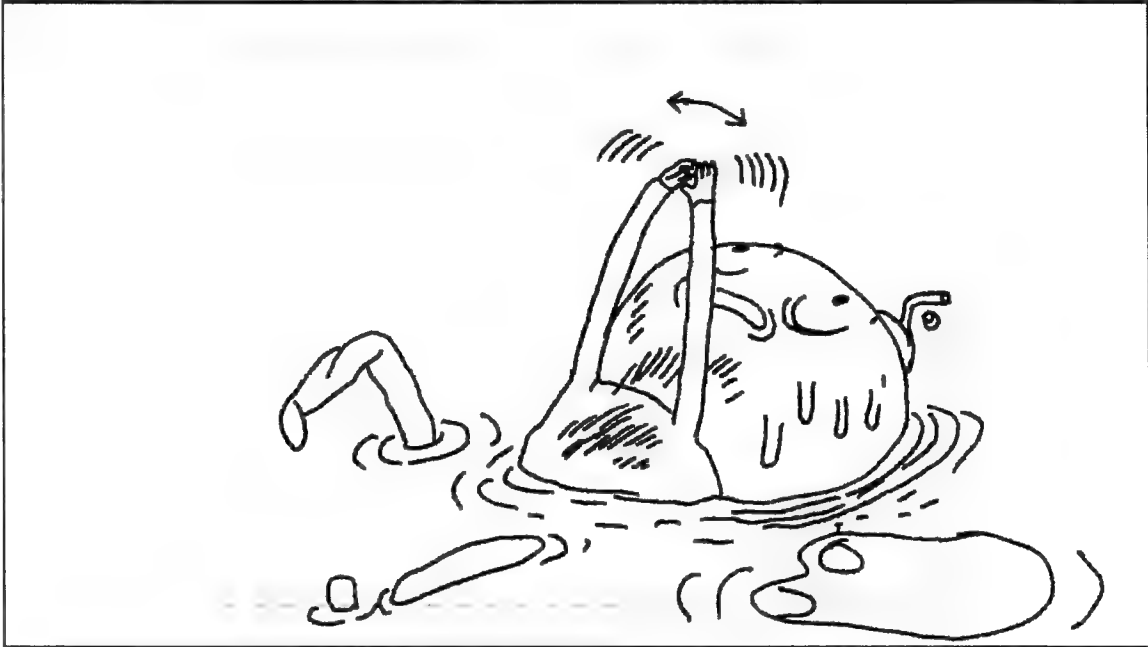
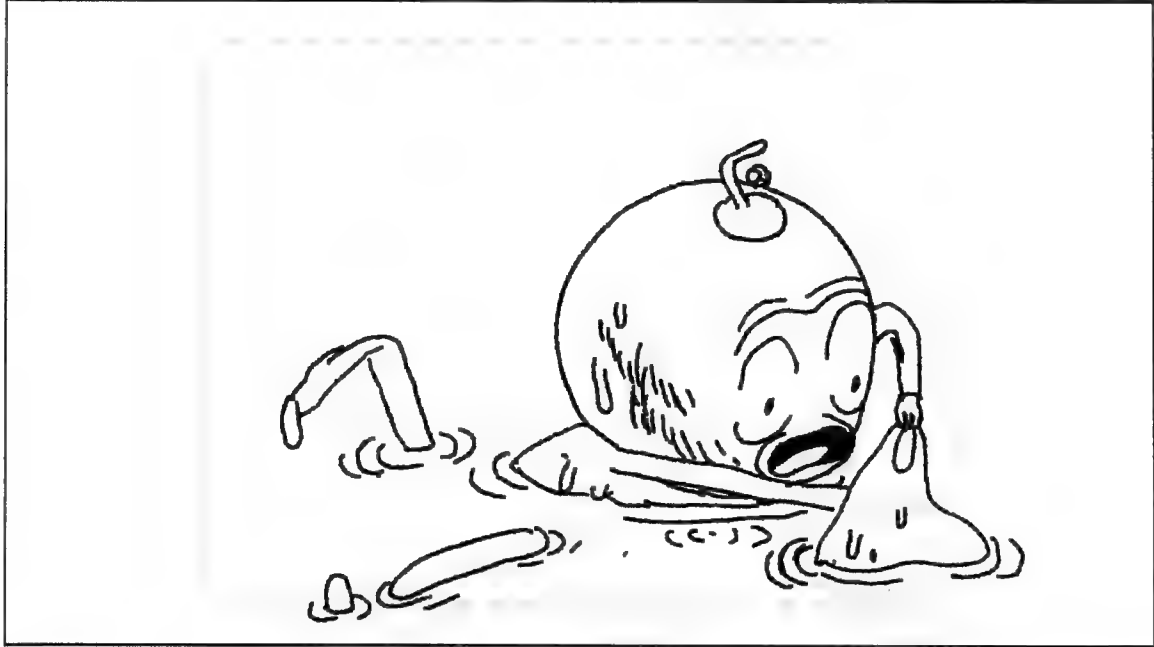
Timing:

EPISODE # 1025-195 Production :

ADVENTURE TIME



Sc. 93 Pnl. I Bg. day night Sc. 93 Pnl. J Bg. day night



Dialog:	© N A A A H H . .	© E E H H H H .
Action:	RUMMAGING IN HIS SACK.	SHAKING THE GRAYBLE LIKE DICE.
Timing:		

1025-195
EPISODE #
Production :

ADVENTURE TIME



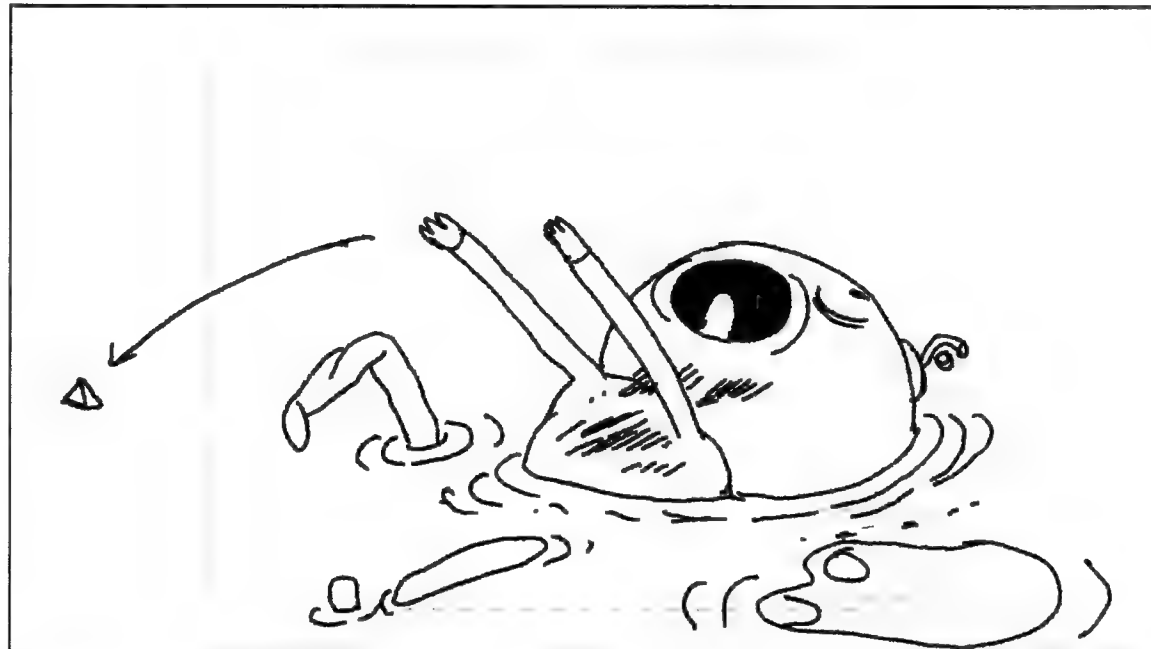
Page 139

Sc. 93

Pnl. K

Bg.

day night

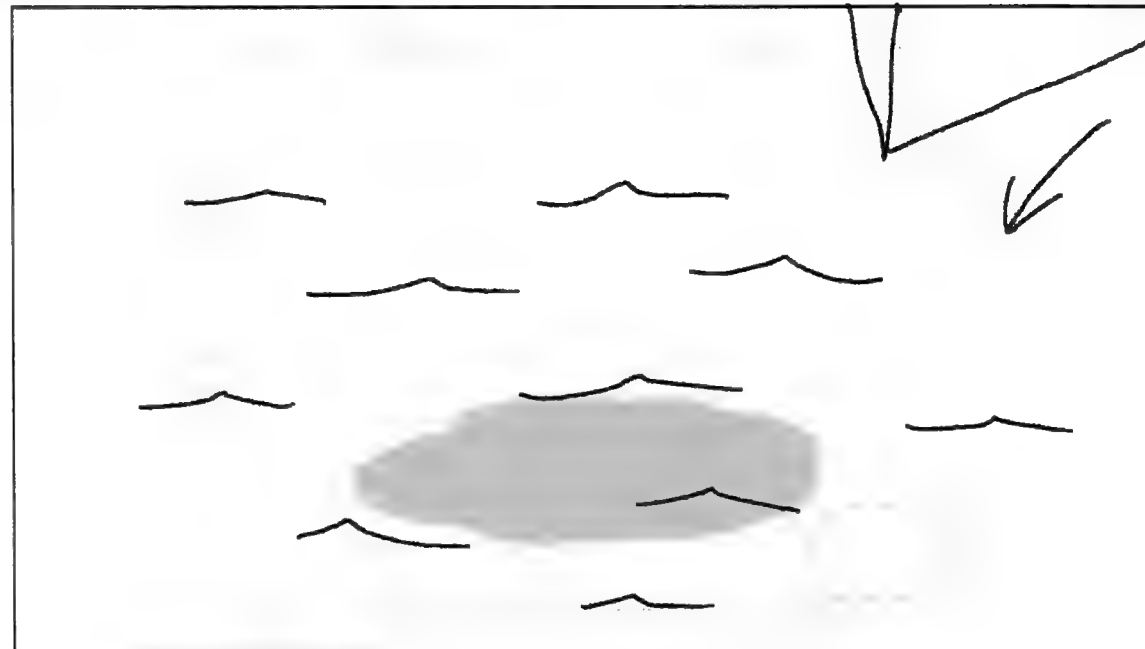


Sc. 94

Pnl. A

Bg.

day night



Dialog:

© GRAYBLES!!!!

Action:

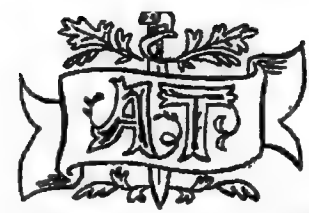
Timing:

EPISODE # 1025-195

Production :

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ADVENTURE TIME



Sc. 94 Pnl. B Bg. day night

Sc. ~~94~~ 94 Pnl. C Bg. day night

Dialog:
(SPX) BLOOP!
Action:
Timing:

1025-195
EPISODE #
Production :

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ADVENTURE TIME



Page 141

Sc. 94

Pnl.

D

Bg.

day night

Sc.

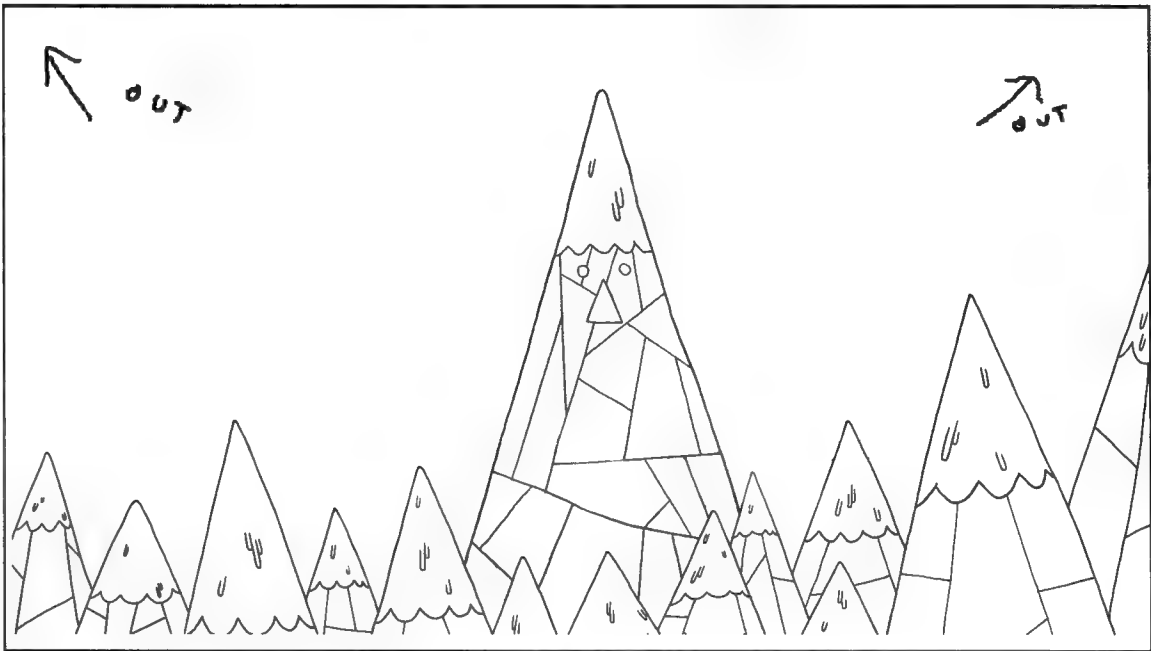
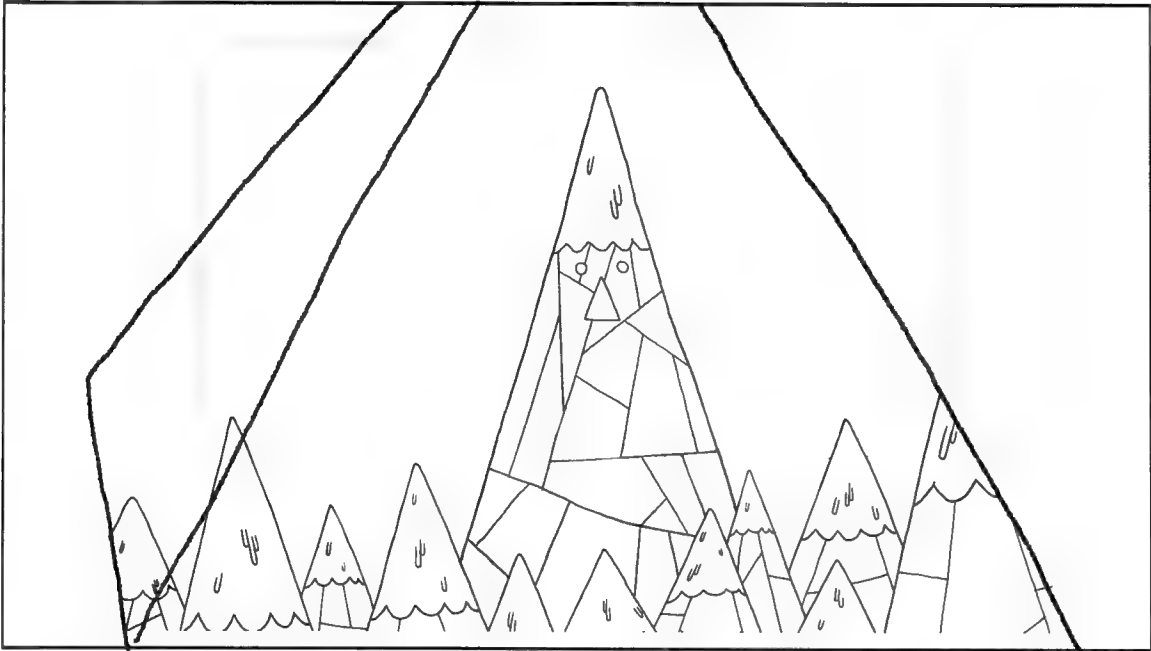
95

Pnl.

A

Bg.

day night



Dialog:

Action:

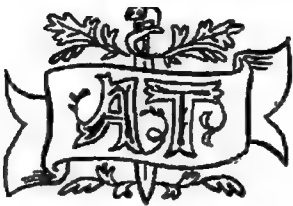
Timing:

1025-195

EPISODE #

Production :

ADVENTURE TIME

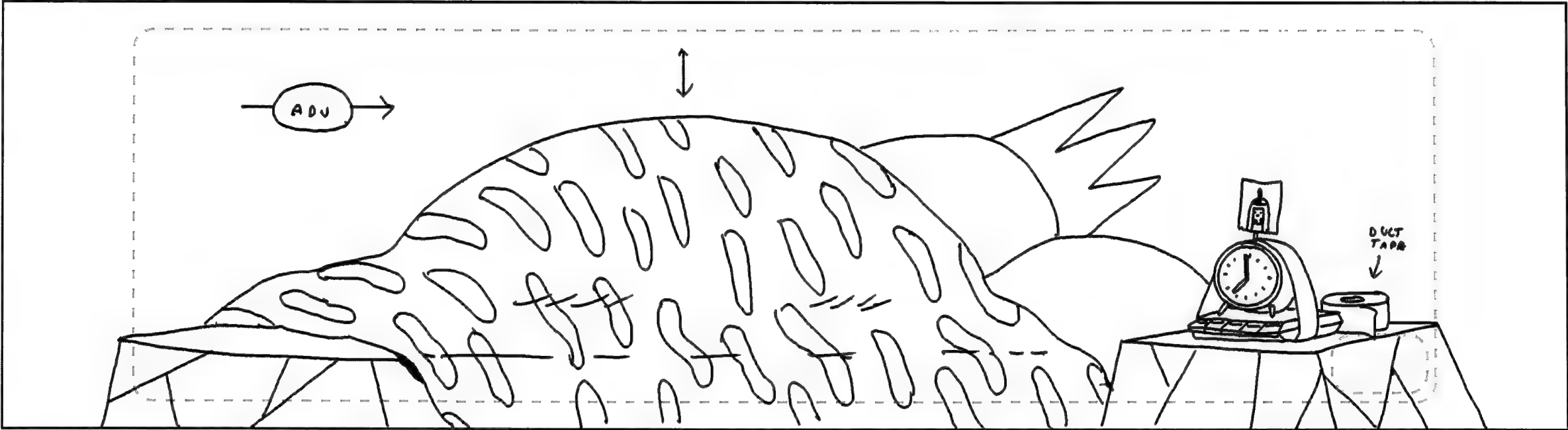


Sc. 96

Pnl. A

Bg.

day night



Dialog:
<p>(K) = SNOOZIN' =</p>
Action:
<p>SNOOZIN DEEP.</p>
Timing:

1025-195

EPISODE #

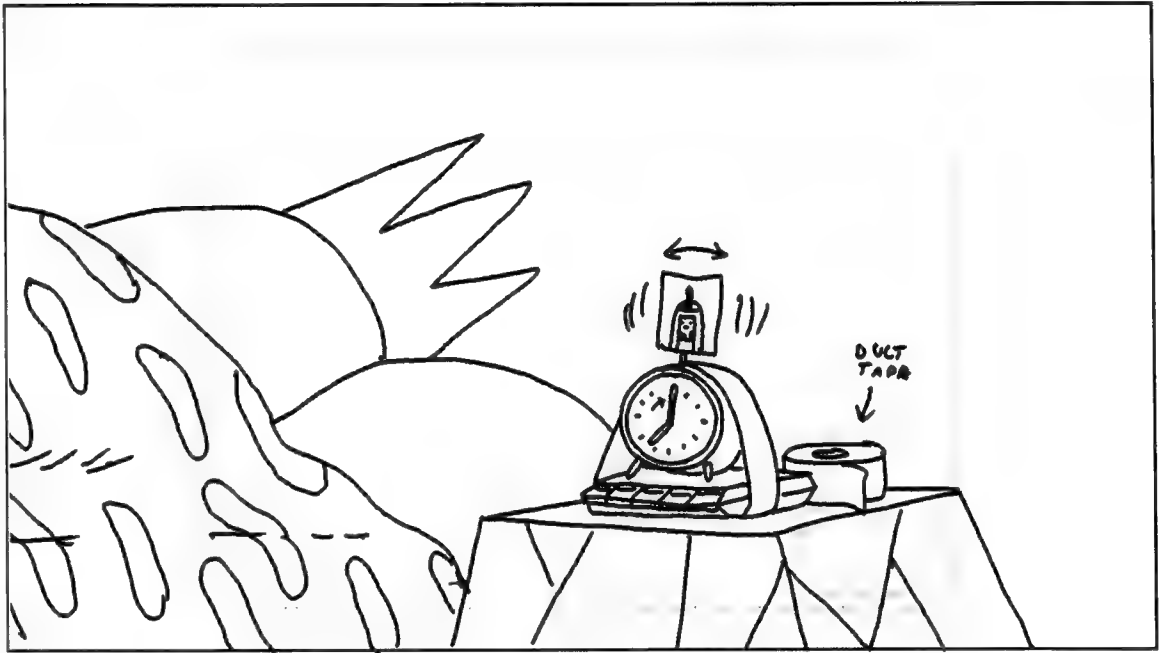
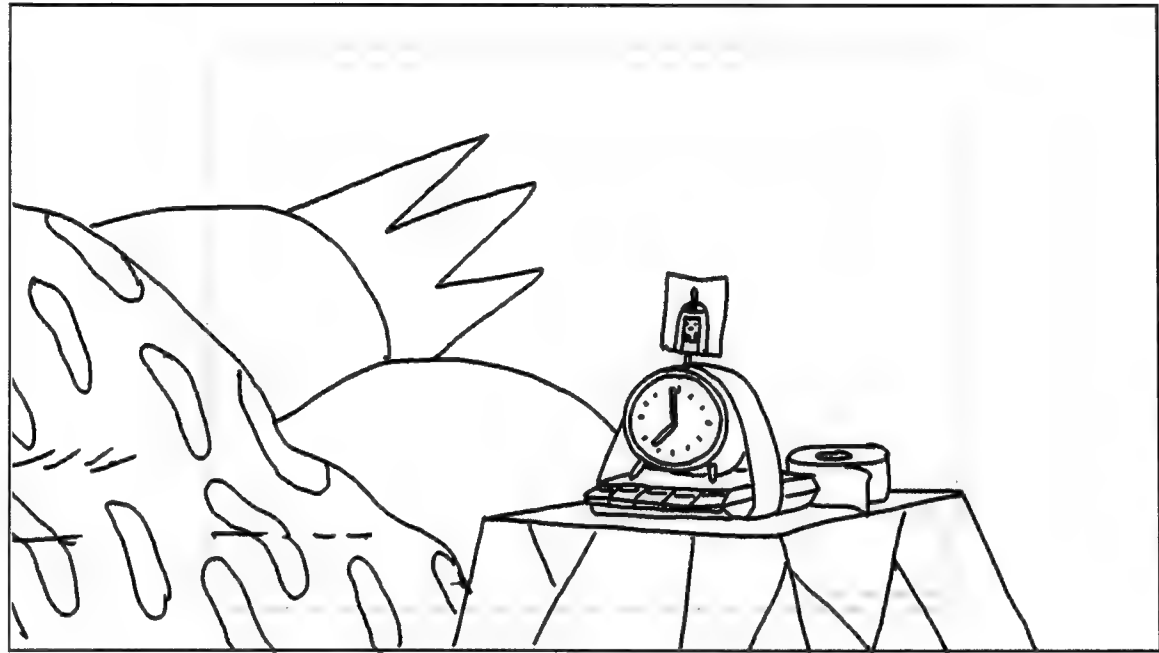
Production :

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ADVENTURE TIME



Sc. 96 Pnl. 8 Bg. day night Sc. 96 Pnl. c Bg. day night



Dialog:

THE ICE KING'S MODDED ALARM CLOCK. HE HAS REMOVED THE BELLS, ATTACHED A PICTURE OF P.B. TO THE RINGER, AND DUCT-TAPE EVERYTHING TO AN OLD TAPE RECORDER.

THE ALARM GOES OFF. SOUNDS LIKE AN ALARM CLOCK WITHOUT ITS BELLS.

SPW = RATTLING & FLAPPING =

Production :

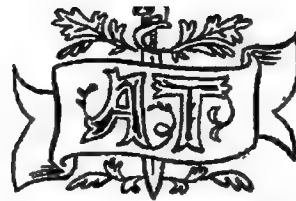
SPW + SPW +

EPISODE # 1025-195

Production :

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ADVENTURE TIME



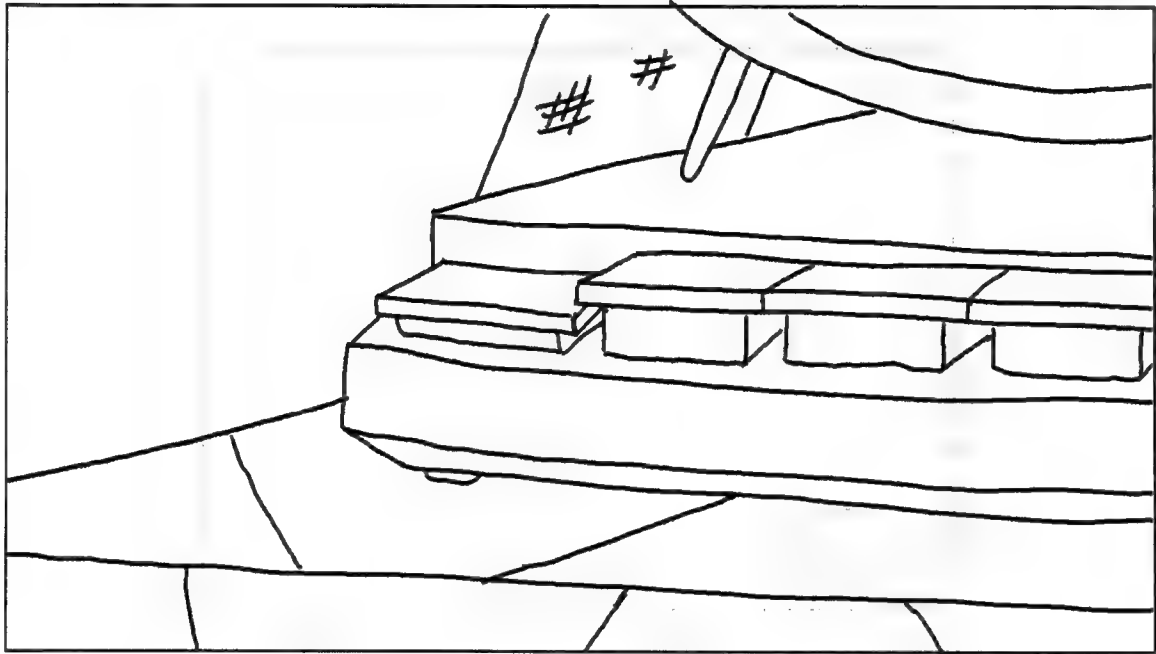
Page 144

Sc. 97

Pnl. A

Bg.

day night

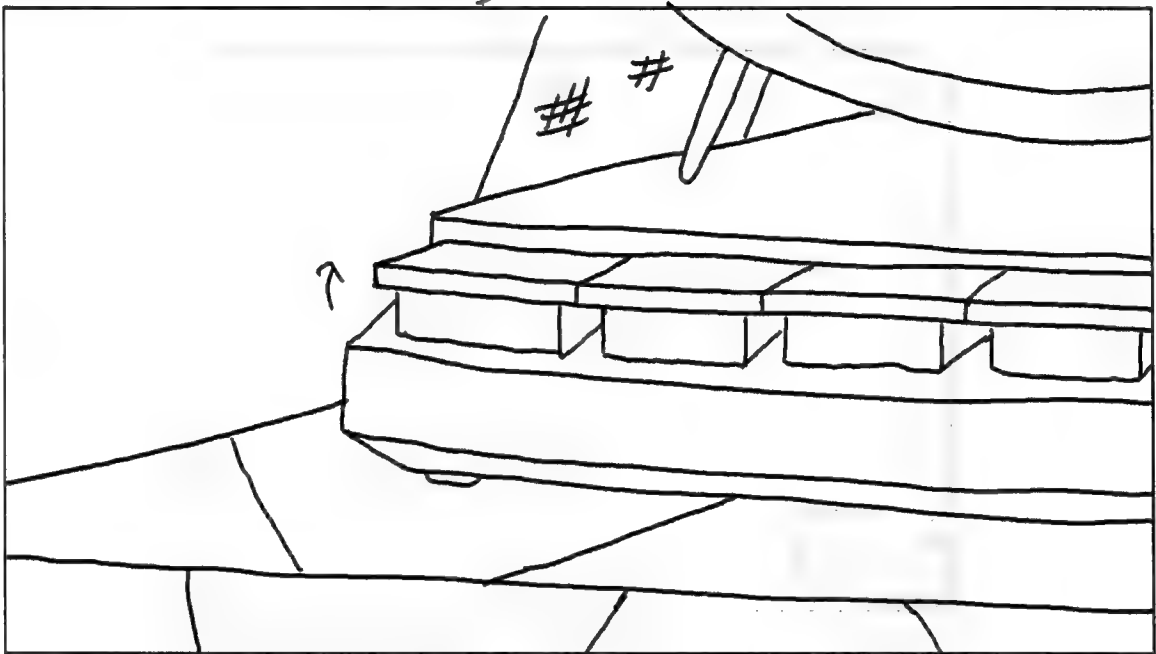


Sc. 97

Pnl. B

Bg.

day night



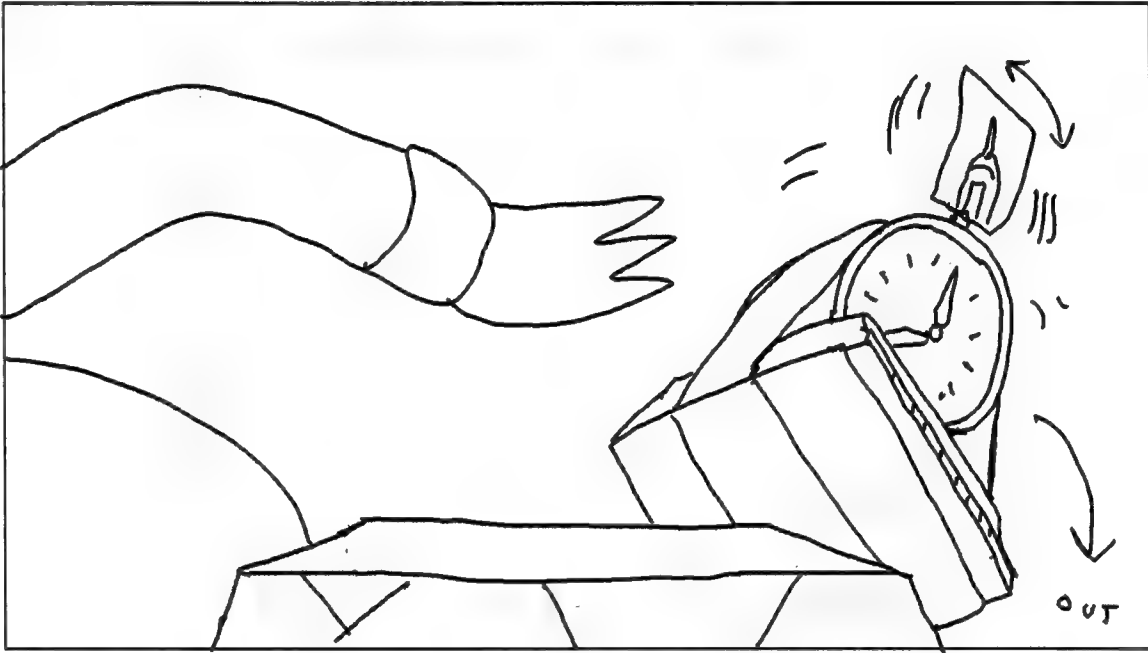
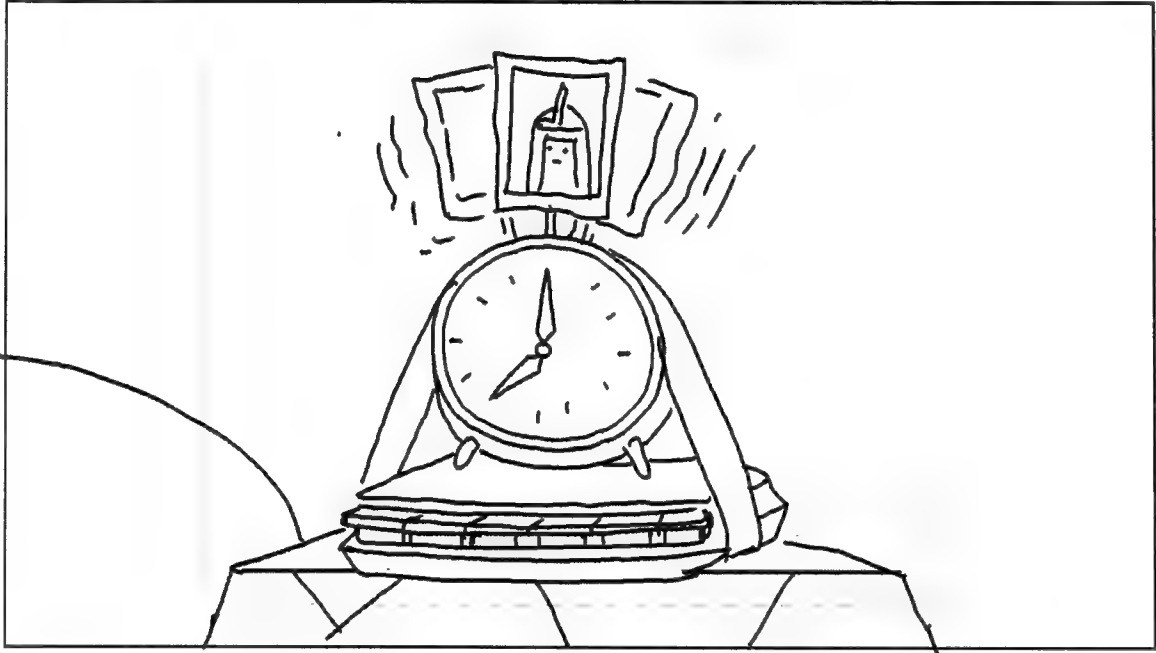
Dialog:	(SFX) ≡ RATTLING & FLAPPING ≡ (SFX) CLICK, '
Action:	
Timing:	

Production :
EPISODE # 1025-195

ADVENTURE TIME



Sc. 98 Pnl. A Bg. day night Sc. 98 Pnl. B Bg. day night



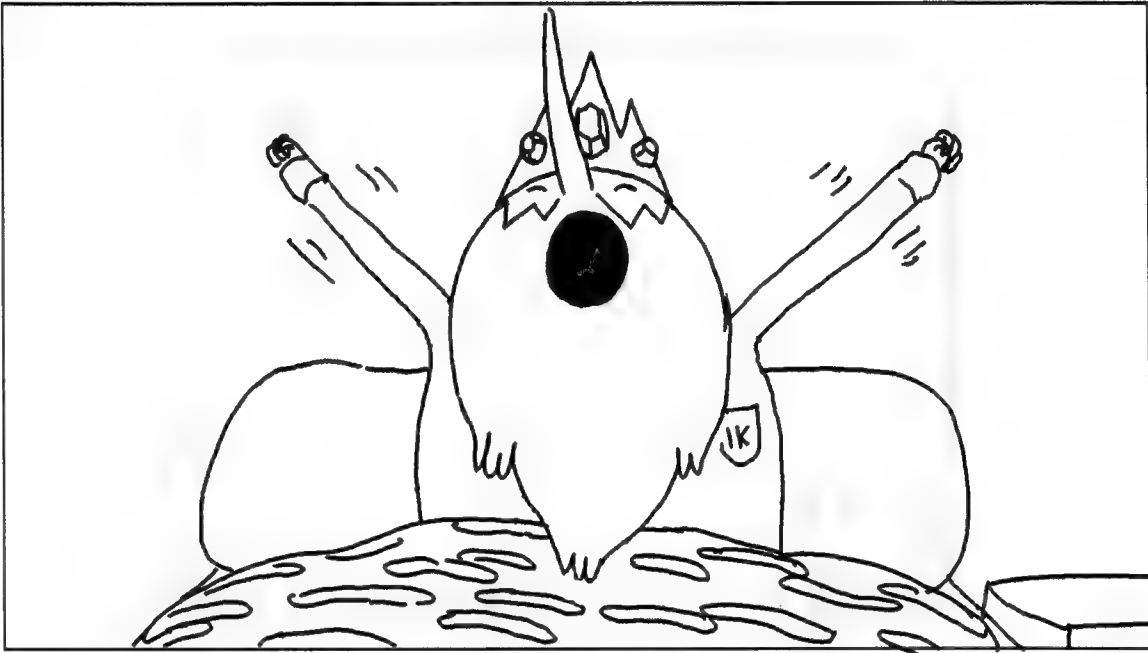
Dialog: (JK) (ON TAPE, AS BUBBLEGUM)
I WILL MARRY YOU, ICE KING. I WILL MARRY YOU, ICE KING. —
(SFX) ≡ GLANG ≡
Action: ≡ BANG ≡
Timing: DROWSILY KNOCKS IT OFF TABLE.

EPISODE # 1025-195
Production :

ADVENTURE TIME



Sc. 99 Pnl. A Bg. day night Sc. 99 Pnl. B Bg. day night



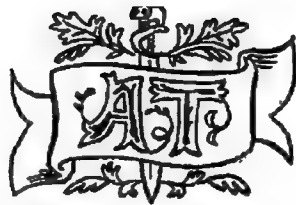
Dialog: = YAWN =

Action: S. P. BIG STRETCH.

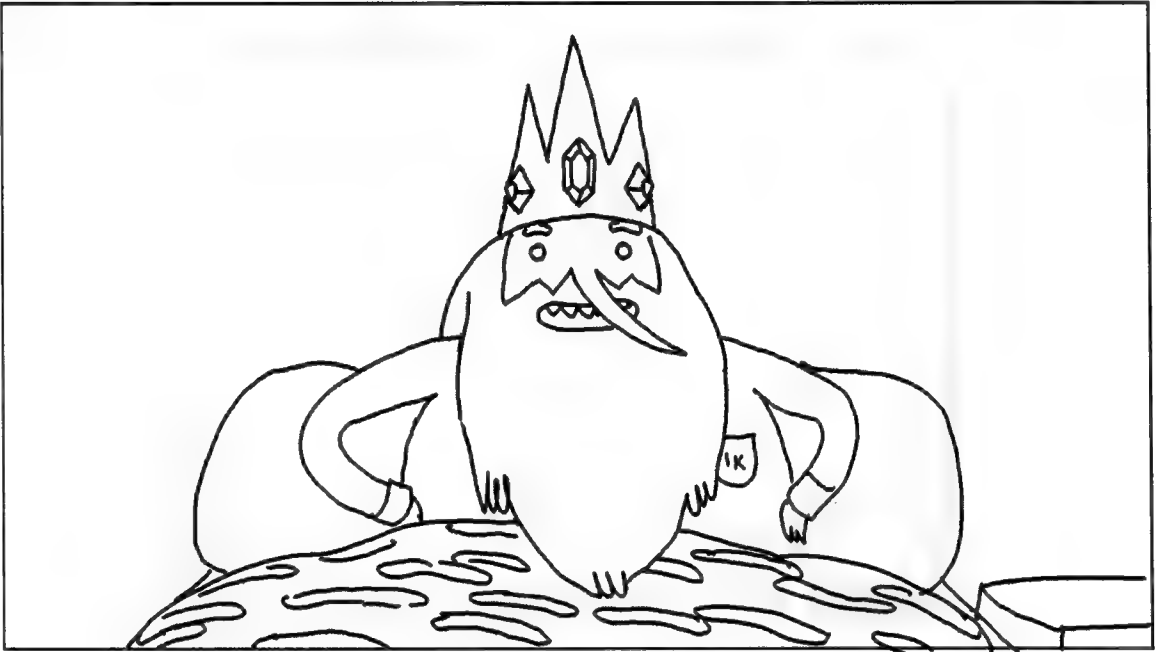
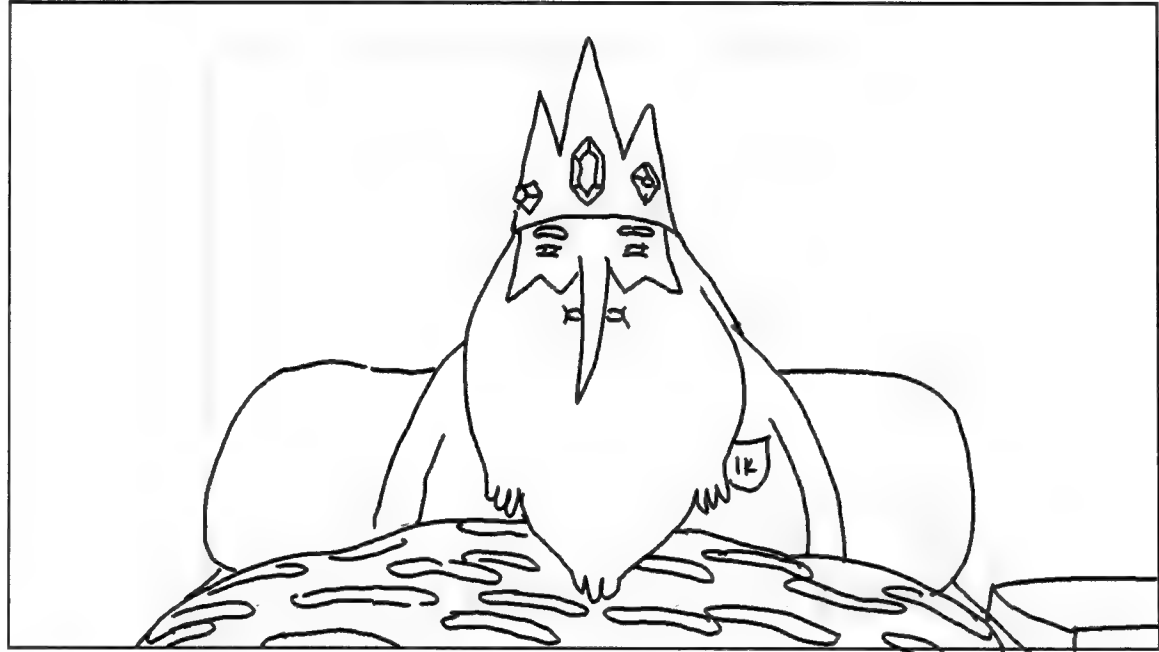
Timing:

EPISODE # 1025-195
Production :

ADVENTURE TIME



Sc. 99 Pnl. C Bg. day night Sc. 99 Pnl. D Bg. day night



Dialog:	(IK) SMAK . SMAK .	(IK) GOOD MORNING , MADNESS !
Action:		
Timing:		

EPISODE # 1025-195
Production :

ADVENTURE TIME

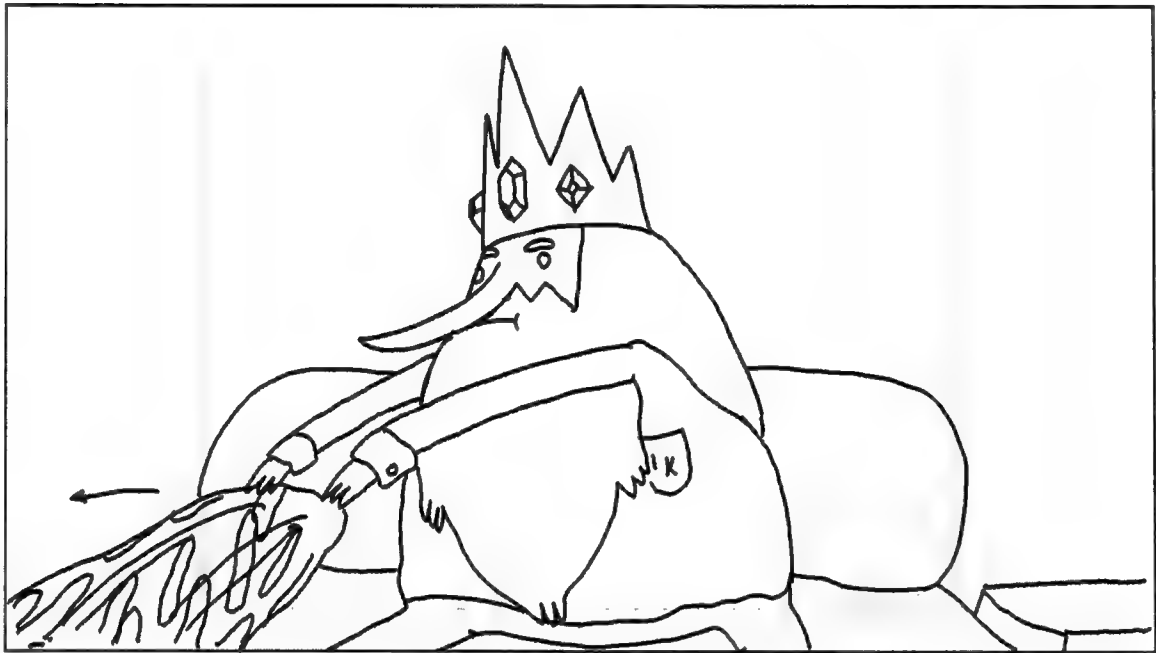


Sc. 99

Pnl. E

Bg.

day night

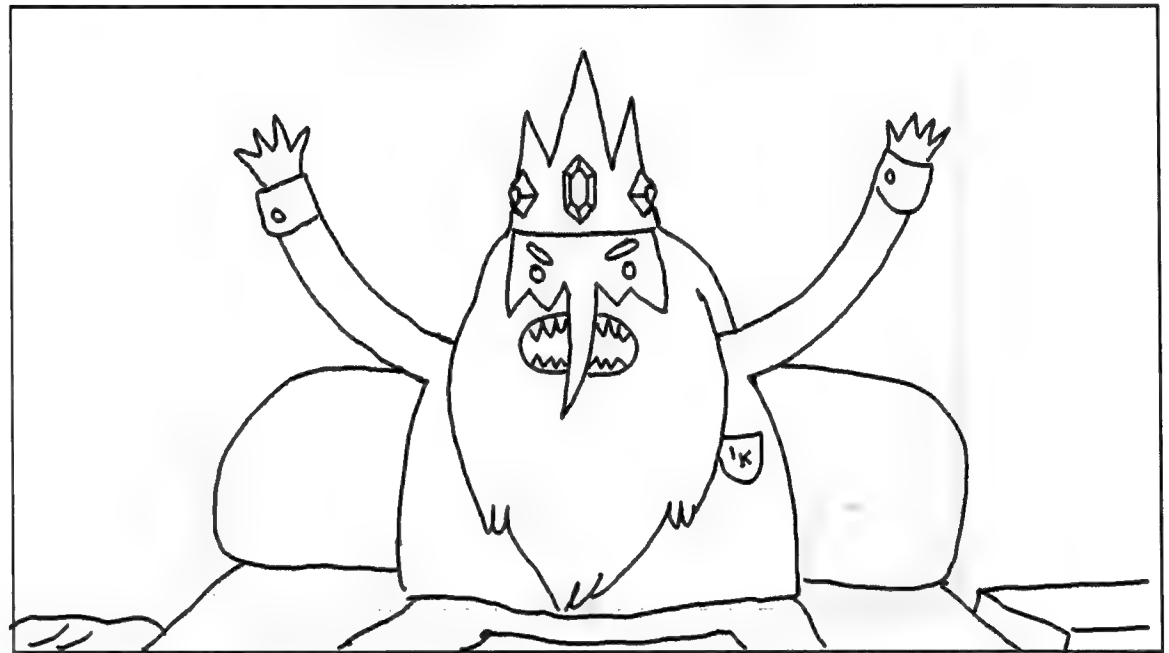


Sc. 99

Pnl. F

Bg.

day night



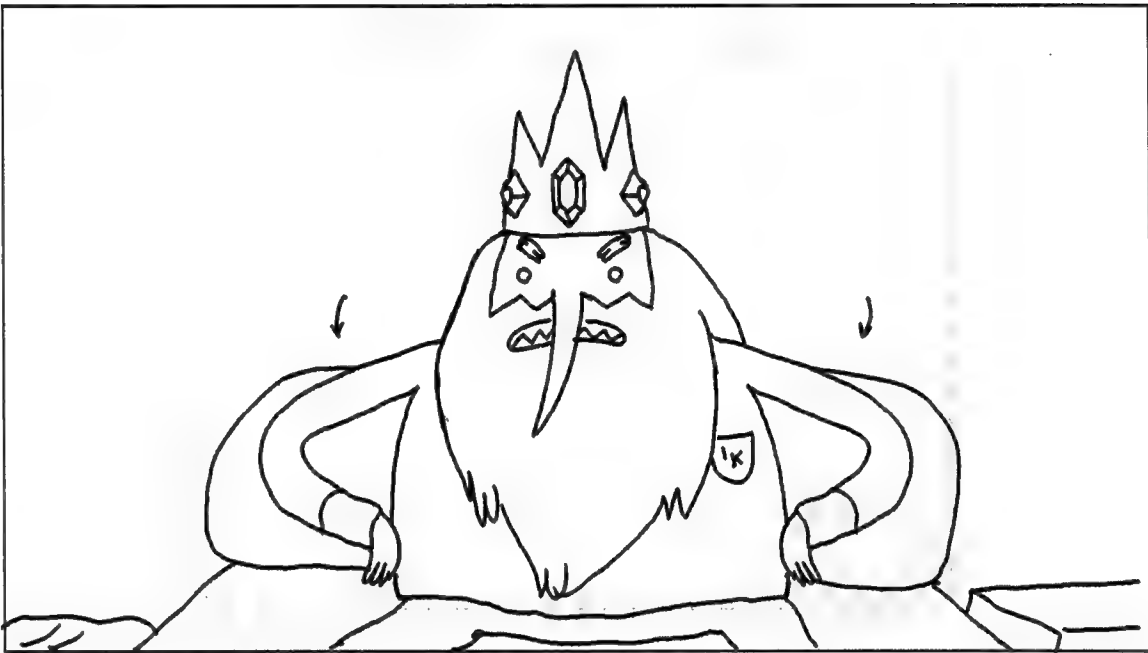
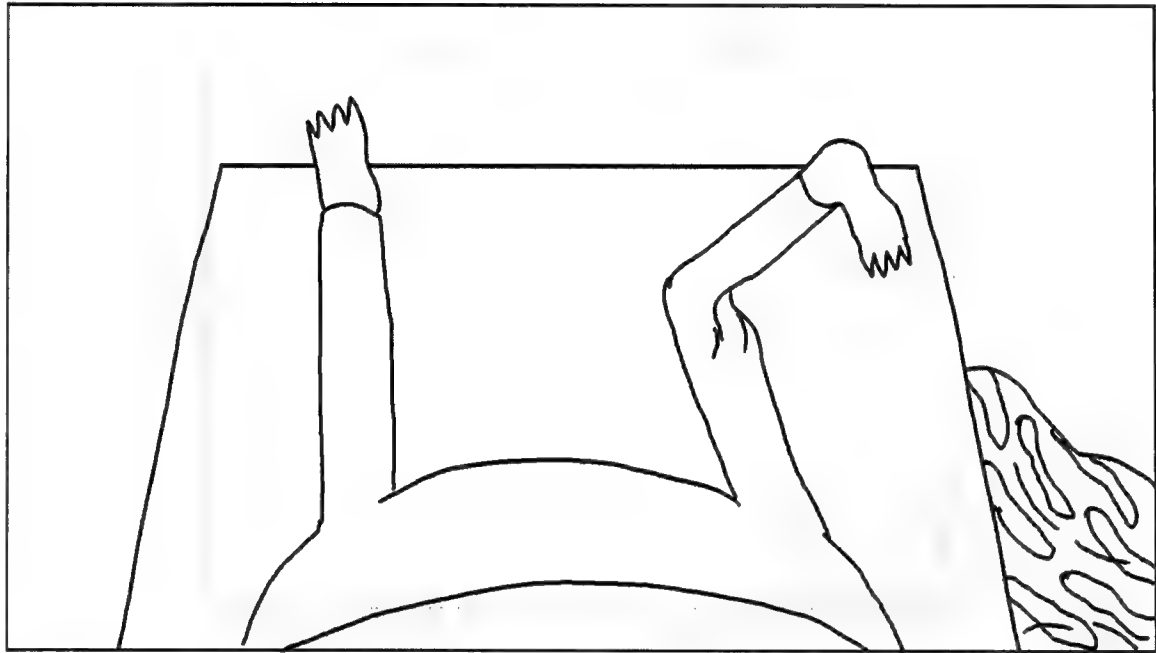
Dialog:
Ⓚ WHAT!
Action:
Timing:

EPISODE # 1025-195
Production :

ADVENTURE TIME



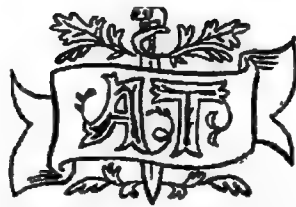
Sc. 100 Pnl. A Bg. day night Sc. 101 Pnl. A Bg. day night



Dialog:
<div>IK/ BROKEN LEG AGAIN!?</div> <div>IK/ = SIGH =</div>
Action:
Timing:

1025-195
EPISODE #
Production :

ADVENTURE TIME



Sc. 101

Pnl. 3

Bg.

day night



Sc. 102

Pnl. A

Bg.

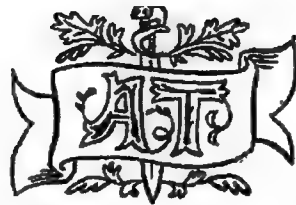
day night



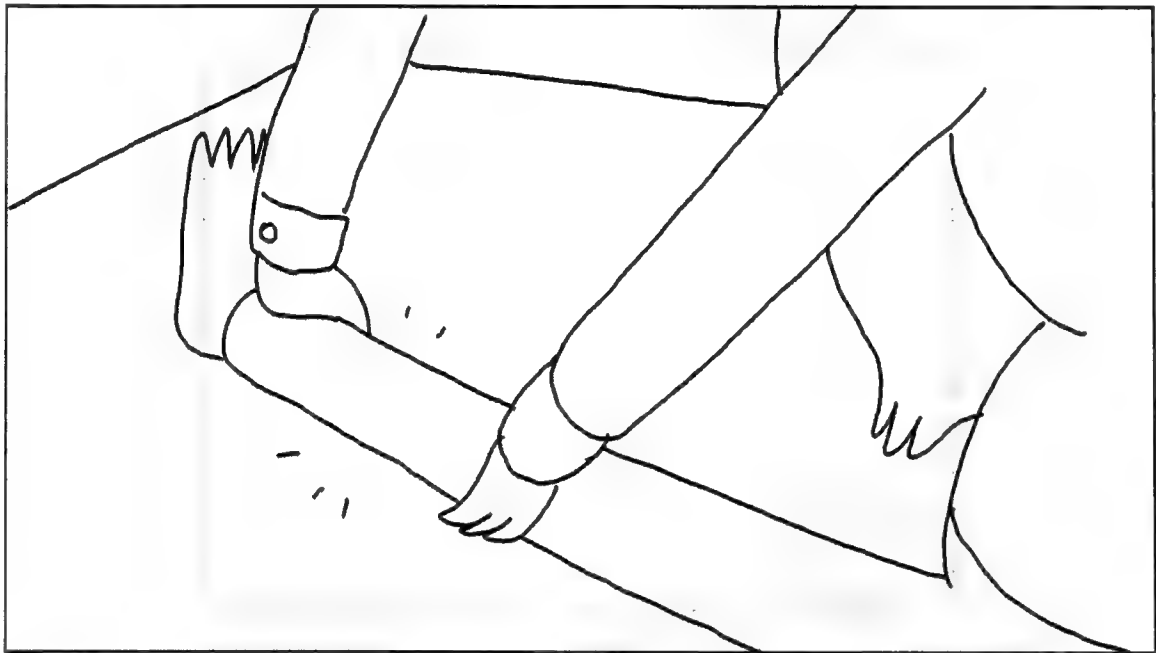
Dialog:
<p>(IK) MUTTERING EVERY DUMB MORNING ...</p> <p>(IK) ANNND . . . HUP.</p>
Action:
Timing:

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ADVENTURE TIME



Sc. 102 Pnl. B Bg. day night



Sc. 103 Pnl. A Bg. day night

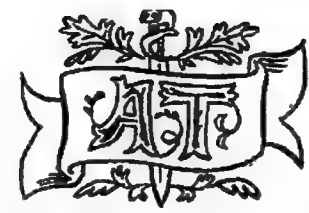


Dialog:	<p>(SFX) SNAP!</p> <p>(LK) HELLO!</p>
Action:	
Timing:	

Production : 1025-195 EPISODE #

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ADVENTURE TIME

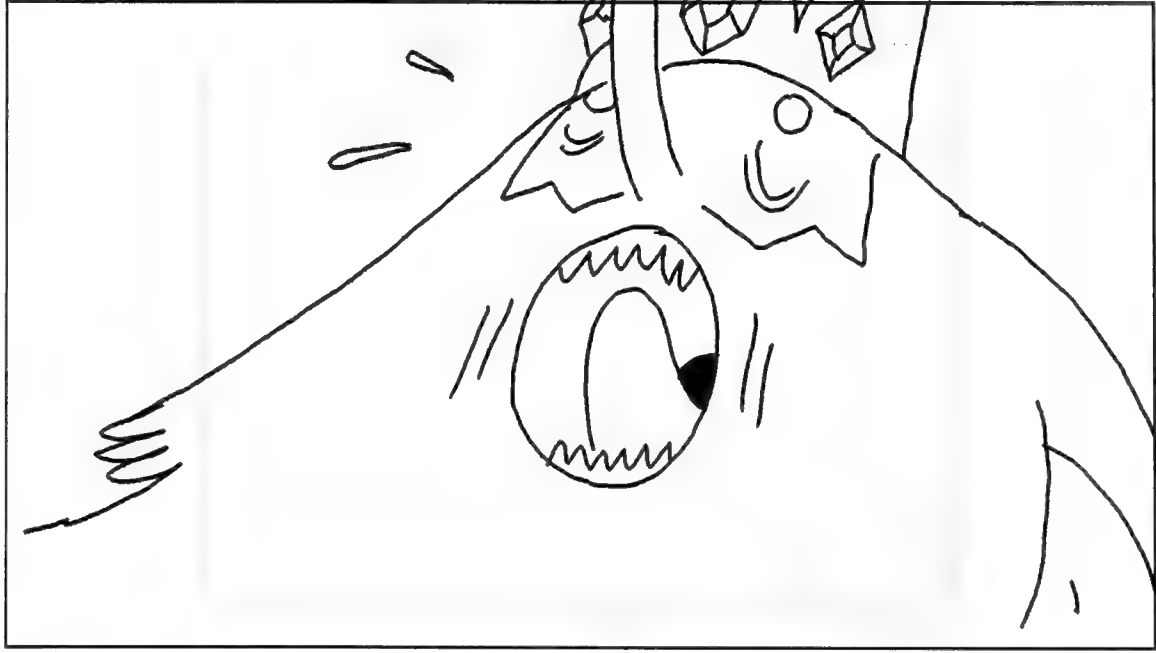


Sc. 103

Pnl. 8

Bg.

day night



Sc. 103

Pnl. C

Bg.

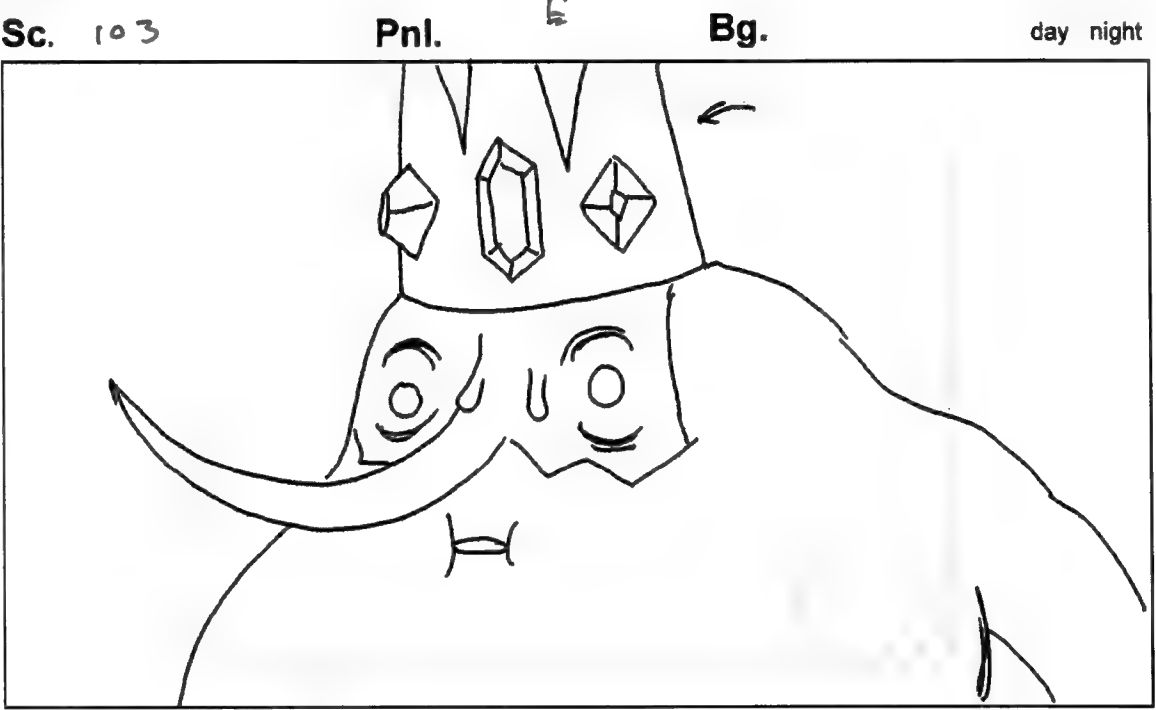
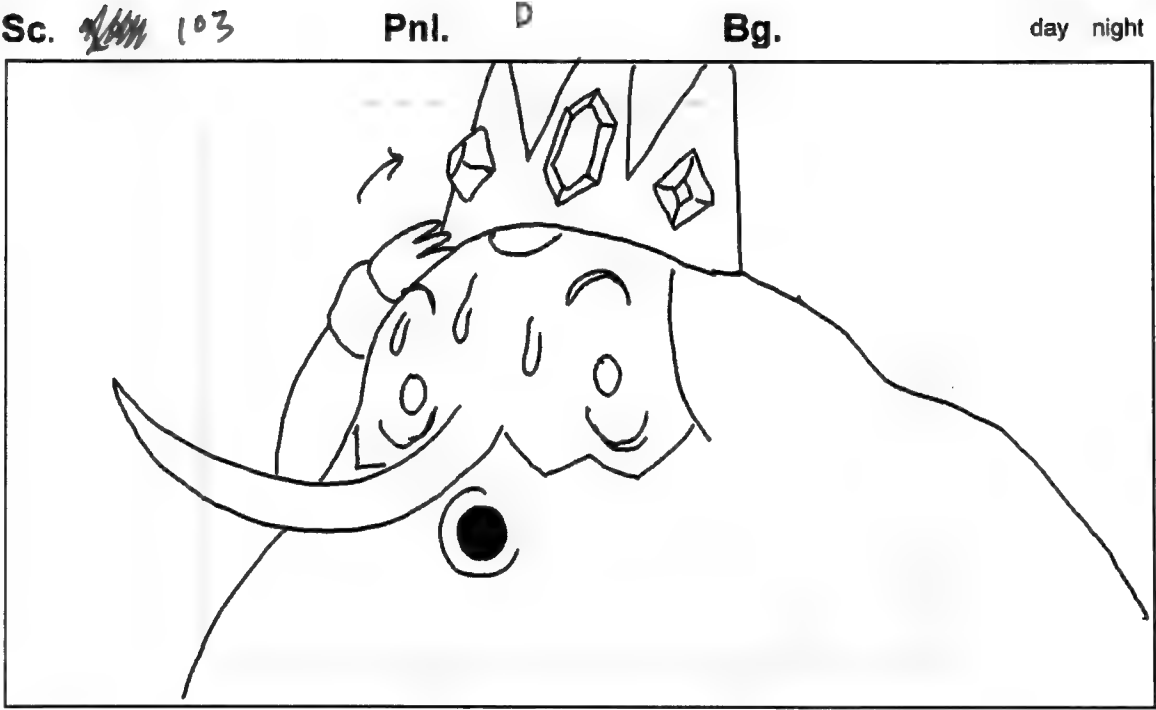
day night



Dialog:	(1K) HOW ARE YOU!
Action:	
Timing:	

Production : EPISODE # 1025-1a5

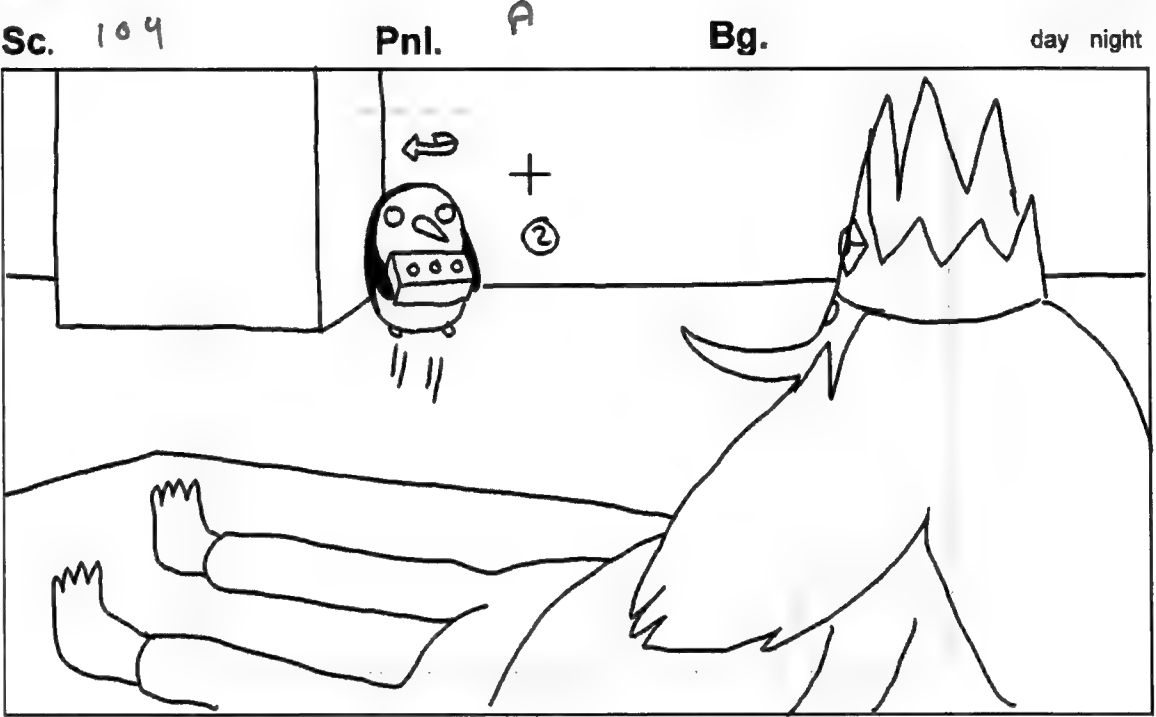
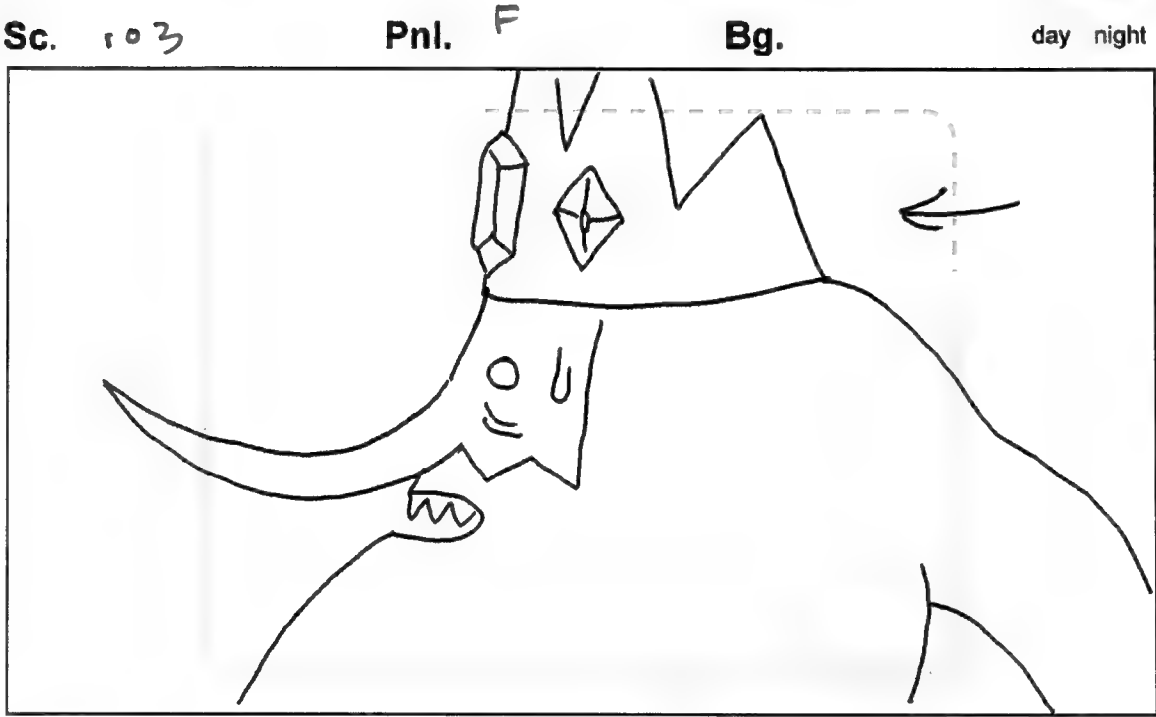
ADVENTURE TIME



Dialog:	(K) WHEW!	: CLEARS THROAT :
Action:	CROWN SLIDES FORWARD.	
Timing:		

1025-195
EPISODE #
Production :

ADVENTURE TIME



Dialog: PANTING

(1X) GUNTER, DID YOU SEE HOW THIS HAPPENED?

Action:

Timing:

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ADVENTURE TIME



Sc. 105 Pnl. A Bg. day night

A pencil sketch of a penguin standing on a horizontal line representing the ground. The penguin is facing forward, holding a rectangular brick in its beak. The brick has three small circles on its top face. The background is a simple rectangular frame.

Sc. 105 Pnl. B Bg. day night

A pencil sketch of a penguin standing on a horizontal line representing the ground. The penguin is facing forward, and a brick is shown falling from its beak towards the ground. An arrow points from the brick to the ground, indicating the direction of motion. The brick has three small circles on its top face. The background is a simple rectangular frame.

Dialog:
<p>(Sfx) = CLUNK =</p>
Action:
Timing:

1025-195 EPISODE # Production :

ADVENTURE TIME

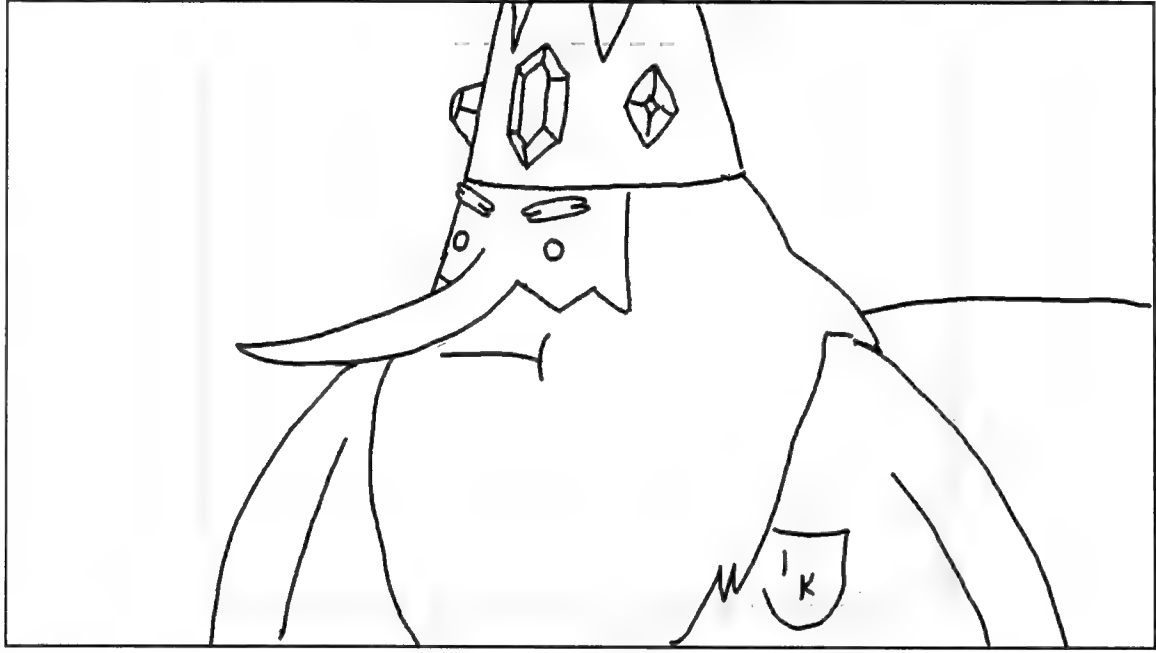


Sc. 106

Pnl. A

Bg.

day night

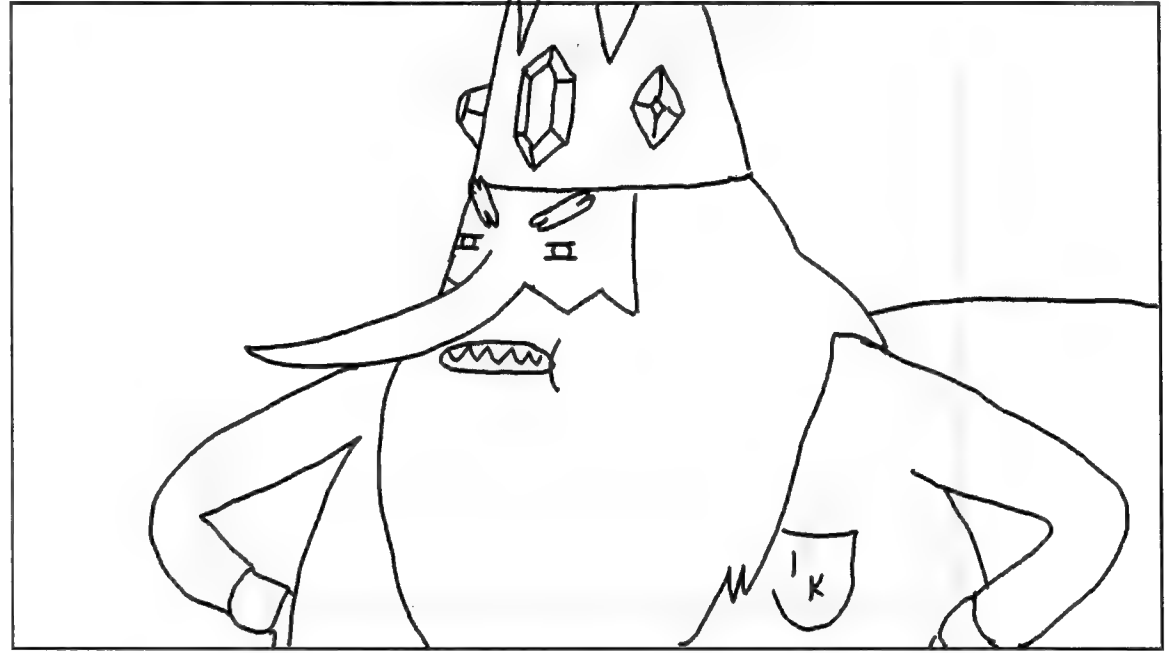


Sc. 106

Pnl. B

Bg.

day night



Dialog:	(K) I LOVE YOU, GUNTHER , BUT I'M ONTO YOUR BUSINESS.
Action:	S. P.
Timing:	

1025-195

EPISODE #

Production :

ADVENTURE TIME

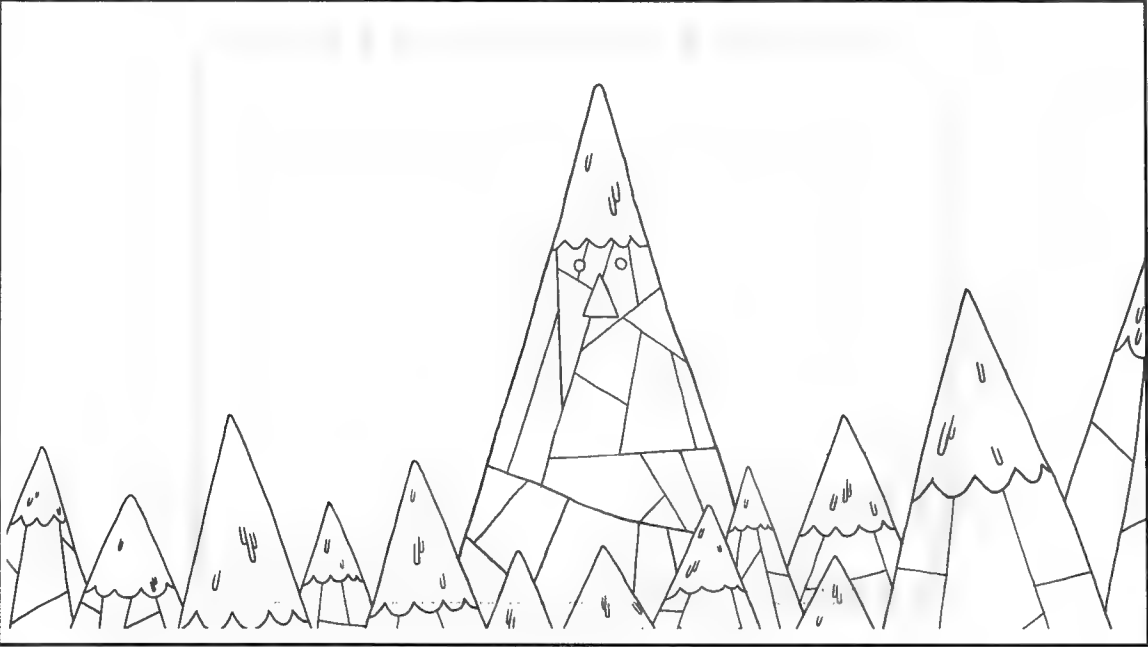


Sc. 107

Pnl. A

Bg.

day night

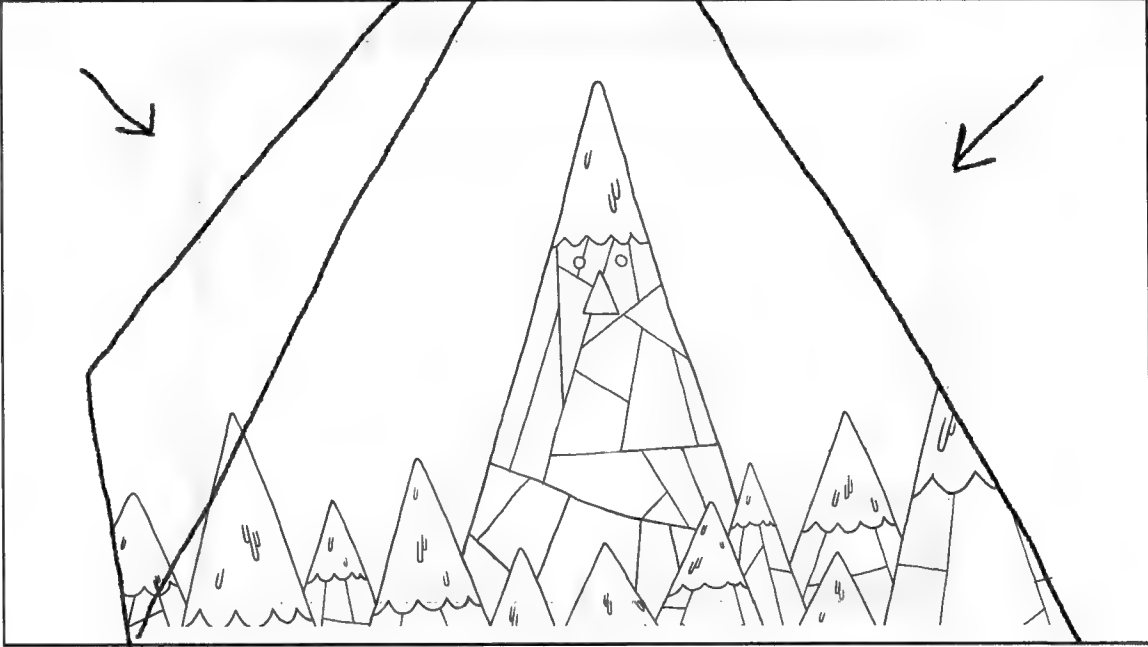


Sc. 108

Pnl. A

Bg.

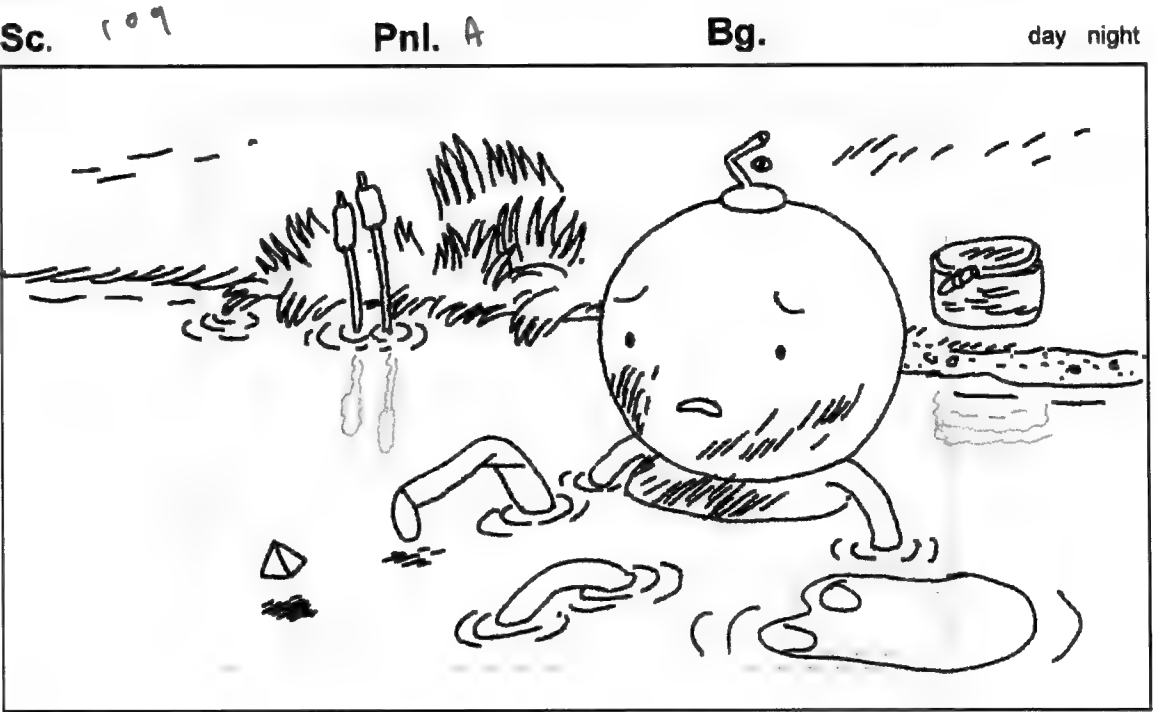
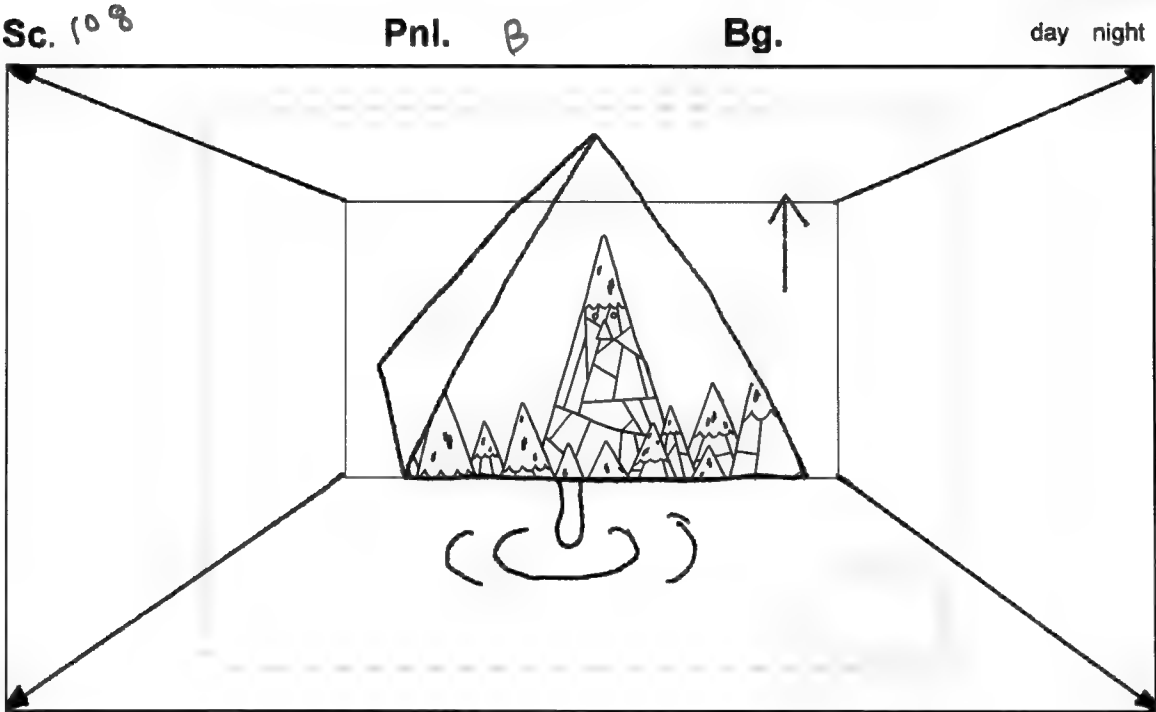
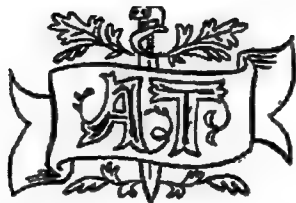
day night



Dialog:
Action:
Timing:

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ADVENTURE TIME



Dialog:
© UEH,
Action:
Timing:

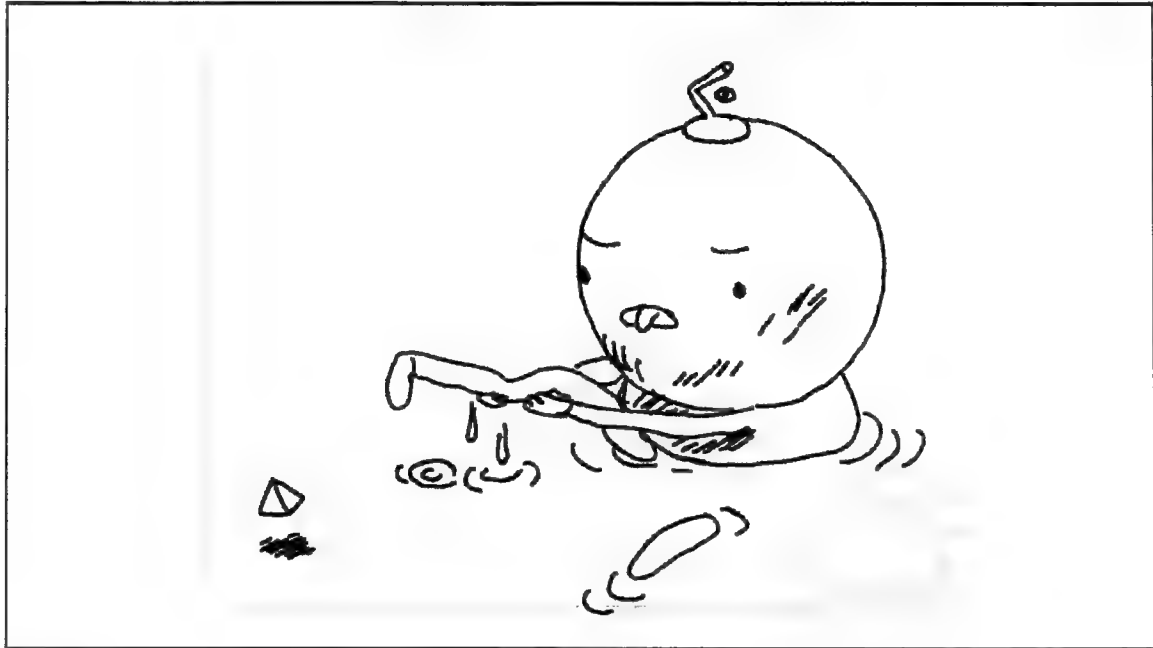
1025-195
EPISODE #
Production :

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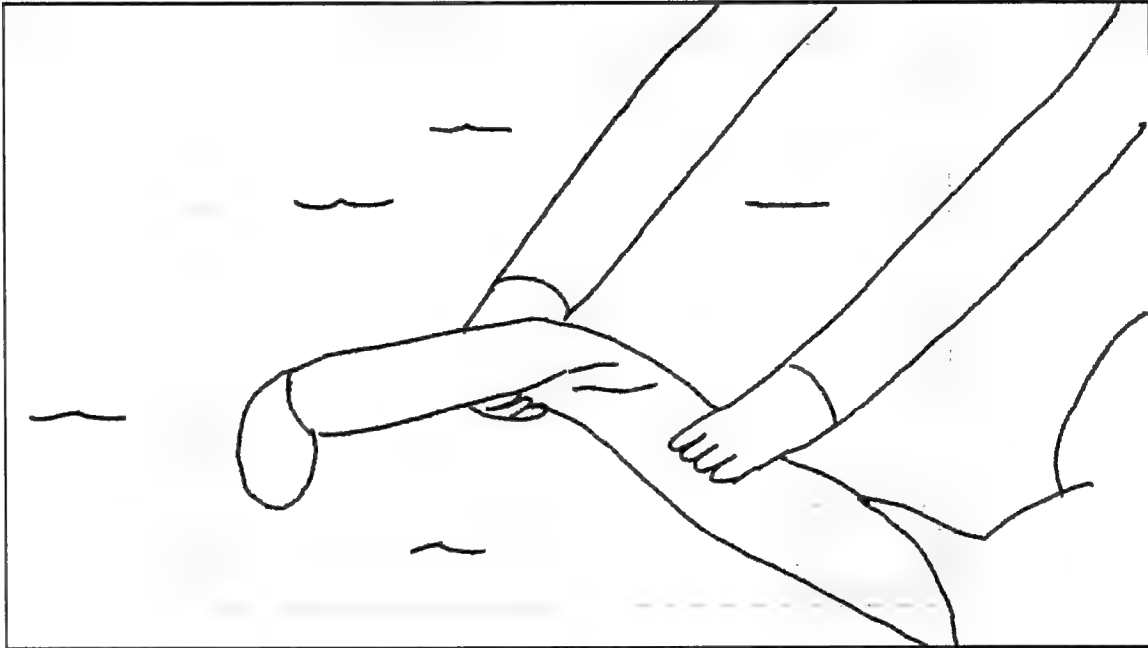
ADVENTURE TIME



Sc. 109 Pnl. B Bg. day night



Sc. 110 Pnl. A Bg. day night



Dialog:
© JUST LIKE THAT HUH.
© AAANNND . . . HUP!
Action:
Timing:

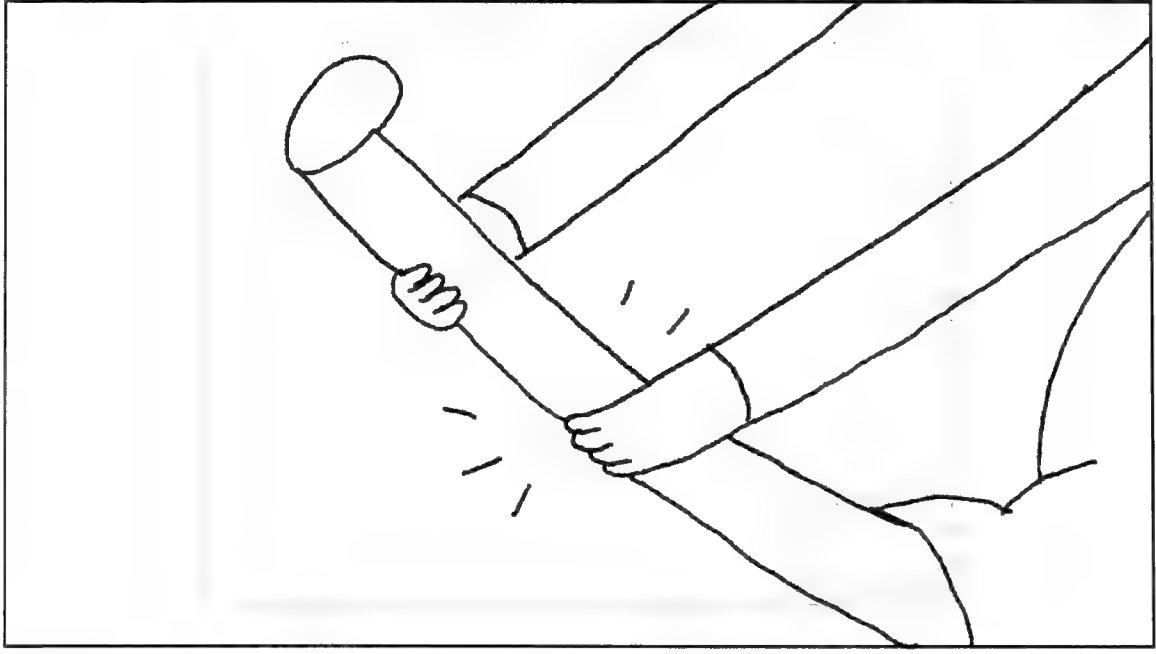
Production : EPISODE # 1025-195

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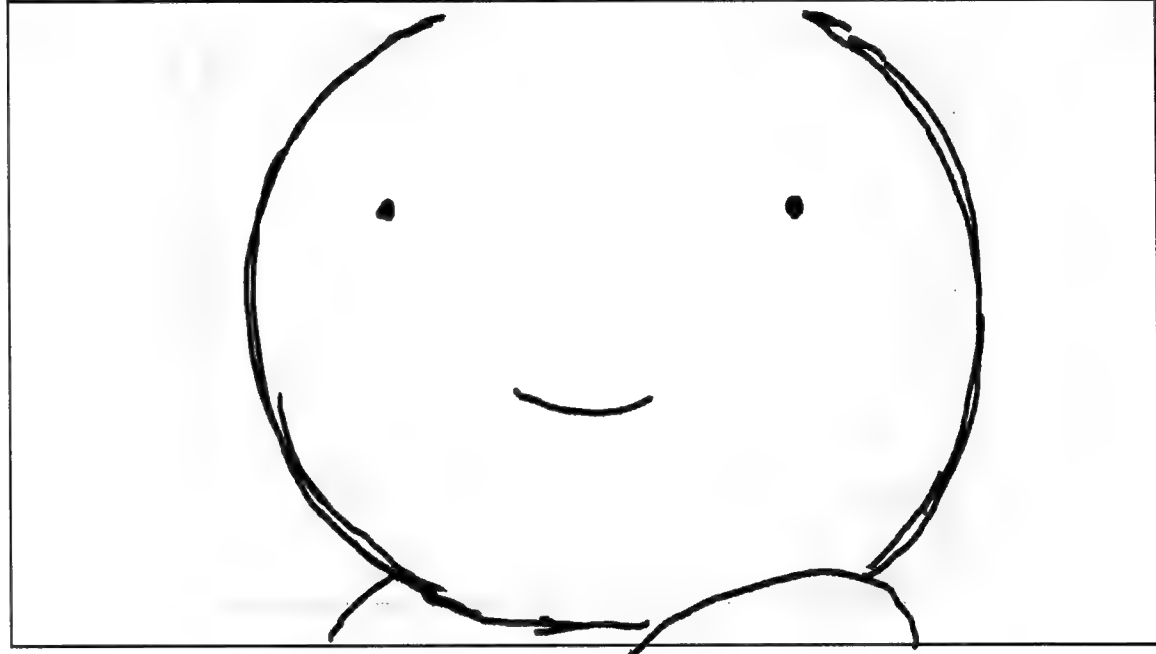
ADVENTURE TIME



Sc. 110 Pnl. B Bg. day night



Sc. 111 Pnl. A Bg. day night



Dialog: (SFX) SNAP

Action:

Timing:

EPISODE # 1025-195
Production :

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ADVENTURE TIME



Sc. (11) Pnl. 6 Bg. day night

Sc. (11) Pnl. 7 Bg. day night

Dialog:
Action: STARTS LOSING COLOUR TOTALLY WHITE.
Timing:

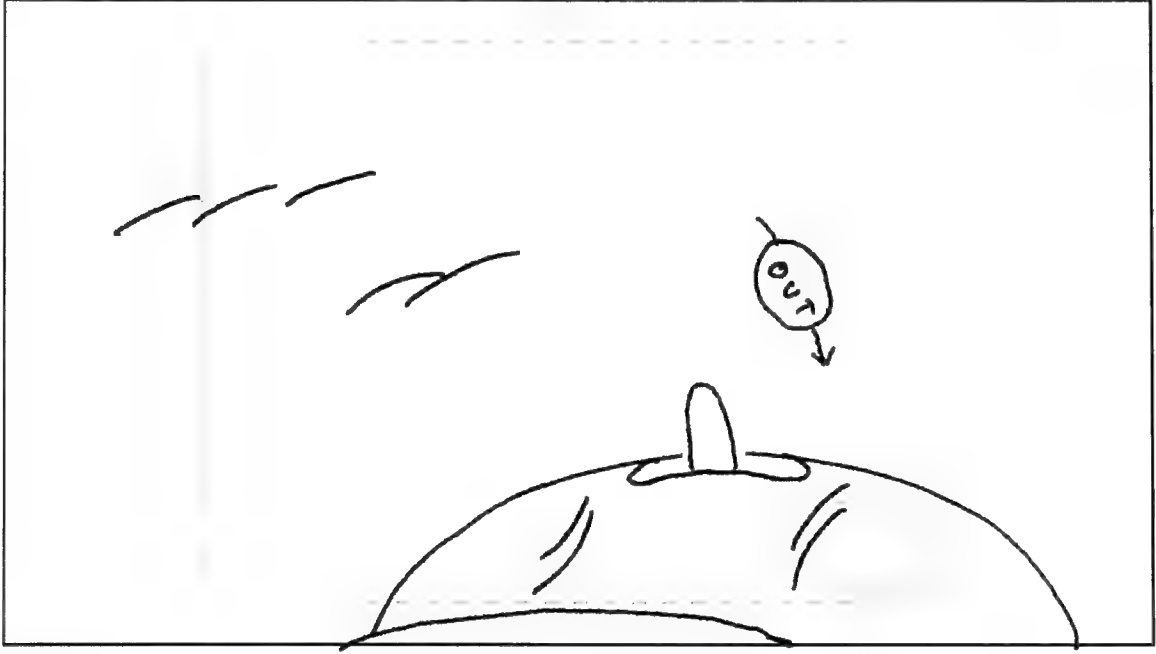
1025-195
EPISODE #
Production :

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ADVENTURE TIME



Sc. (11) Pnl. 0 Bg. day night



Sc. (11) Pnl. 2 Bg. day night



Dialog:

(SFX) - SPLASH -

Action:

Timing:

EPISODE # 1025-195
Production :

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ADVENTURE TIME



Sc. 112

Pnl. A

Bg.

day night

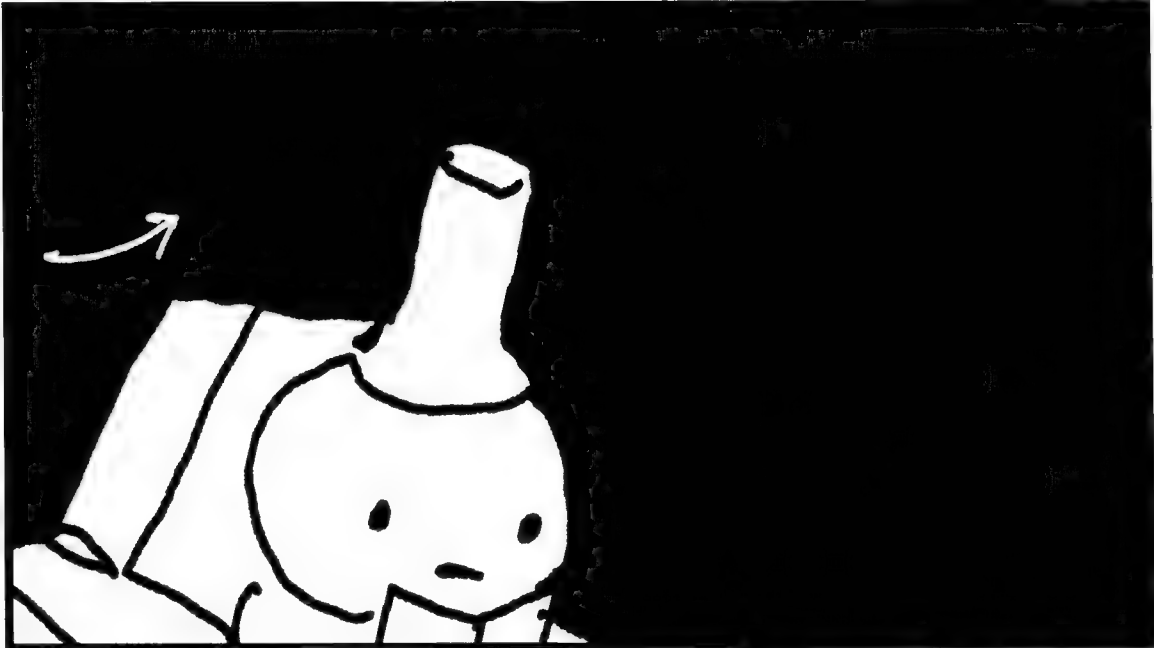


Sc. 112

Pnl. B

Bg.

day night



Dialog:

Action:

FADE TO BLACK

FLOATS IN

Timing:

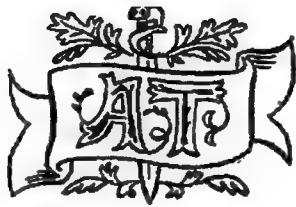
1025-105

EPISODE #

Production :

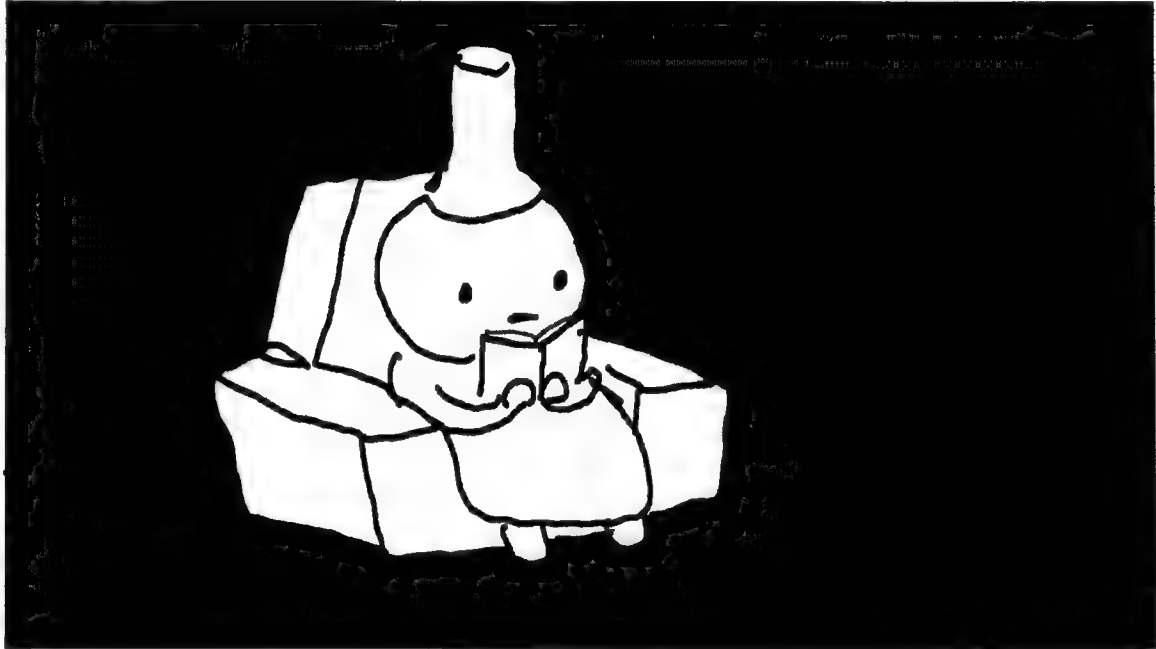
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ADVENTURE TIME



Page 164

Sc. (12) Pnl. c Bg. day night Sc. (12) Pnl. D Bg. day night



Dialog:
Action:
Timing:

Production : EPISODE # 1025-195

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ADVENTURE TIME

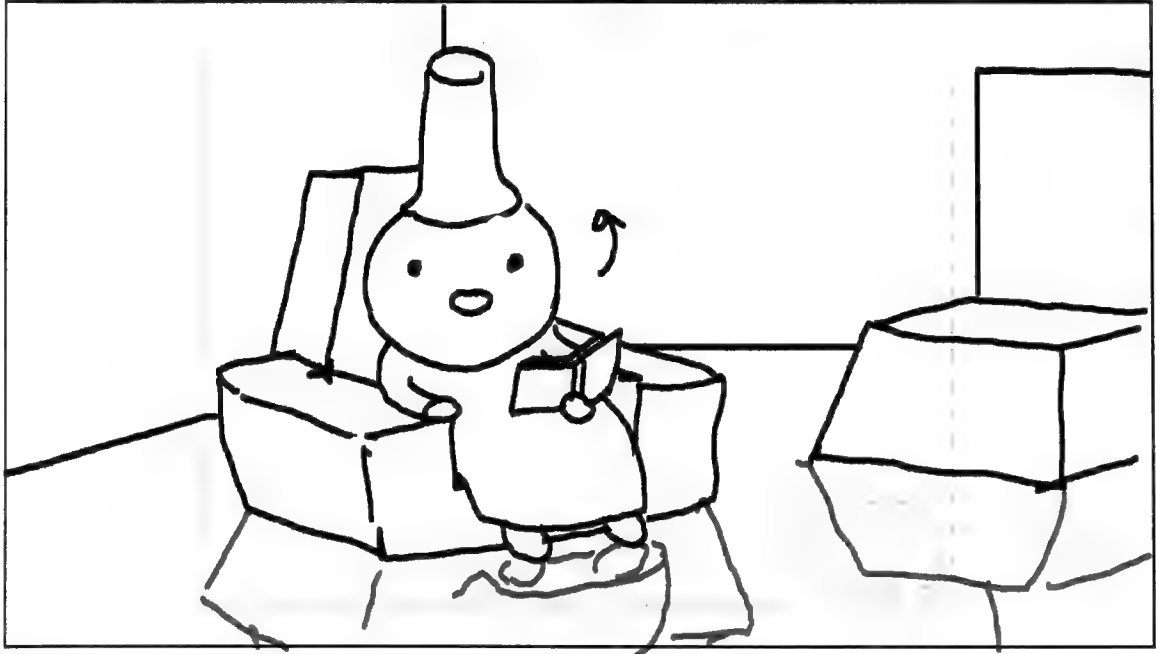


Sc. 112

Pnl. E

Bg.

day night

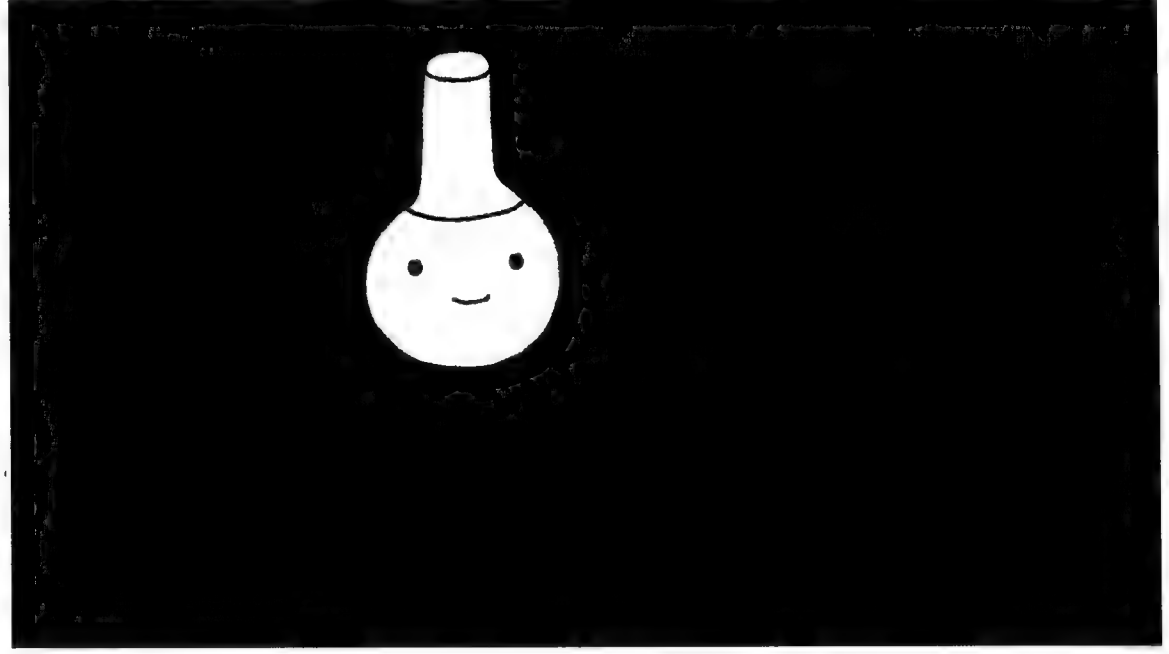


Sc. 112

Pnl. F

Bg.

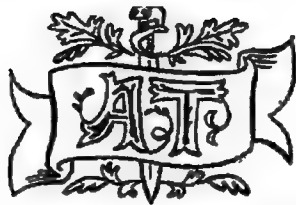
day night



Dialog:	Ⓣ / YOU CAN <u>DO</u> IT, CUBER.
Action:	FADE TO BLACK.
Timing:	

EPISODE # 1025-195
Production :

ADVENTURE TIME



Sc. 113

Pnl. A

Bg.

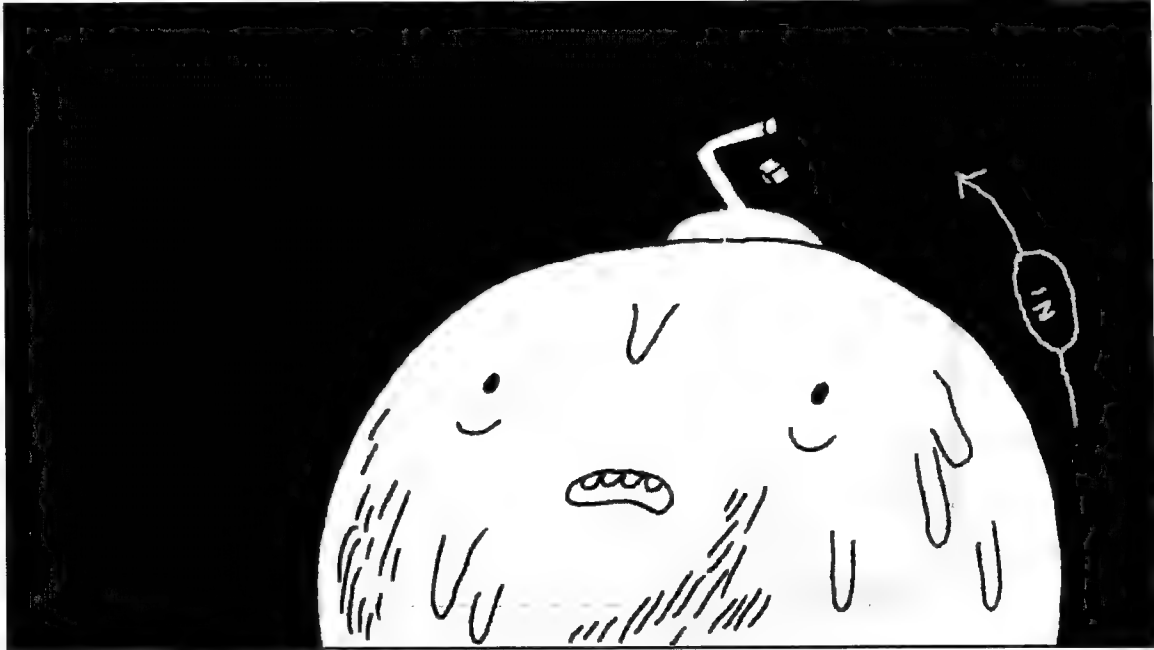
day night

Sc. 113

Pnl. B

Bg.

day night



Dialog:

Q : INTAKE OF BREATH :

Action:

Timing:

1025-195

EPISODE #

Production :

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ADVENTURE TIME

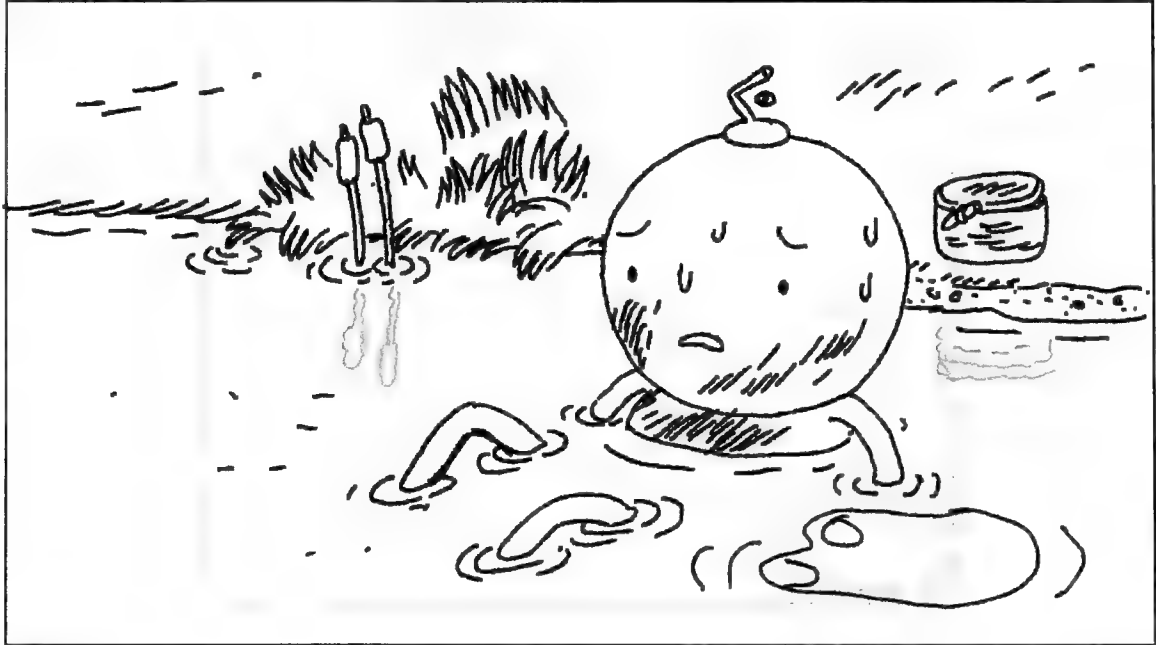


Sc. 114

Pnl. A

Bg.

day night

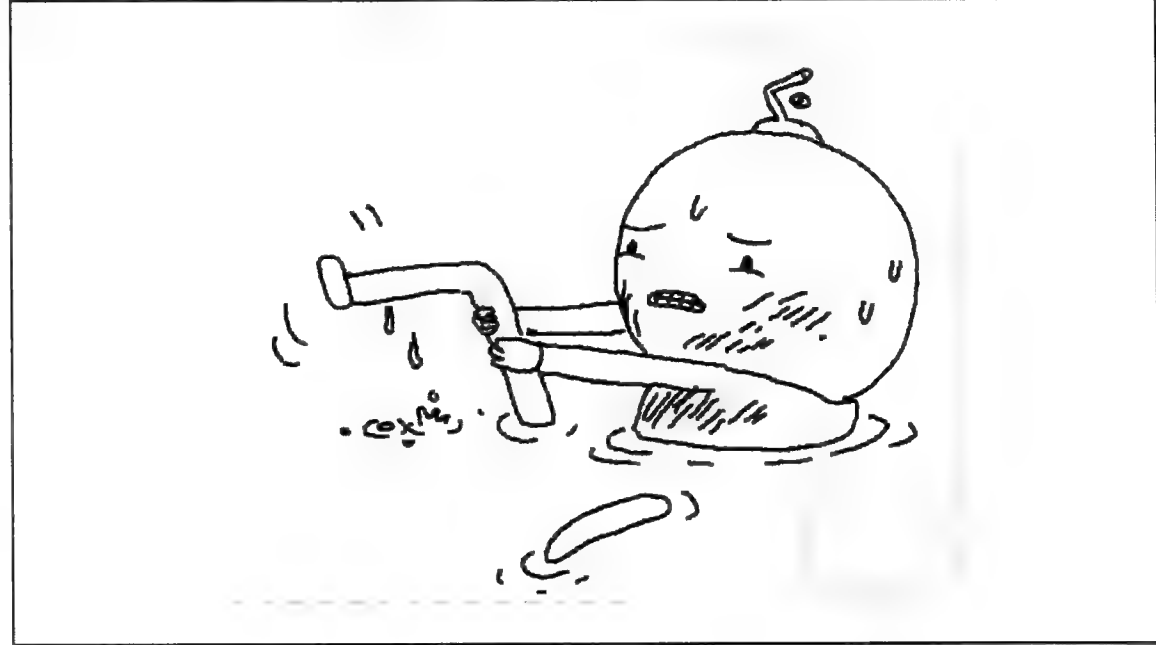


Sc. 114

Pnl. B

Bg.

day night



Dialog:

Q : HISS :

Action:

NIGHTTIME

GINGERLY TESTS LEG.

Timing:

EPISODE # 1025-195

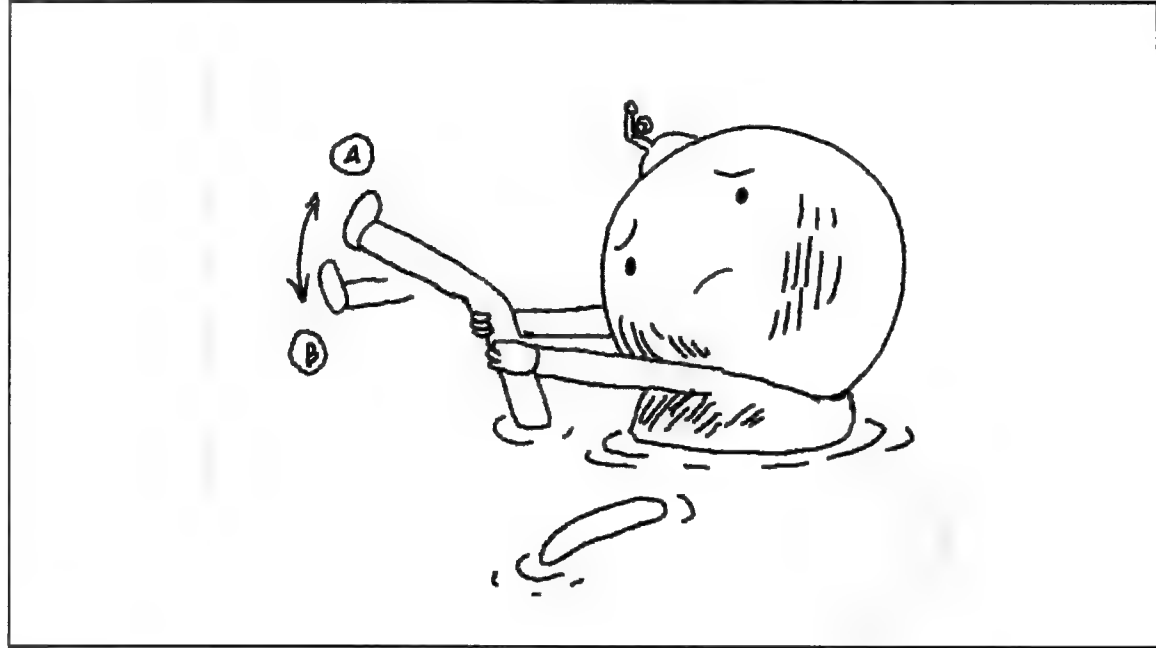
Production :

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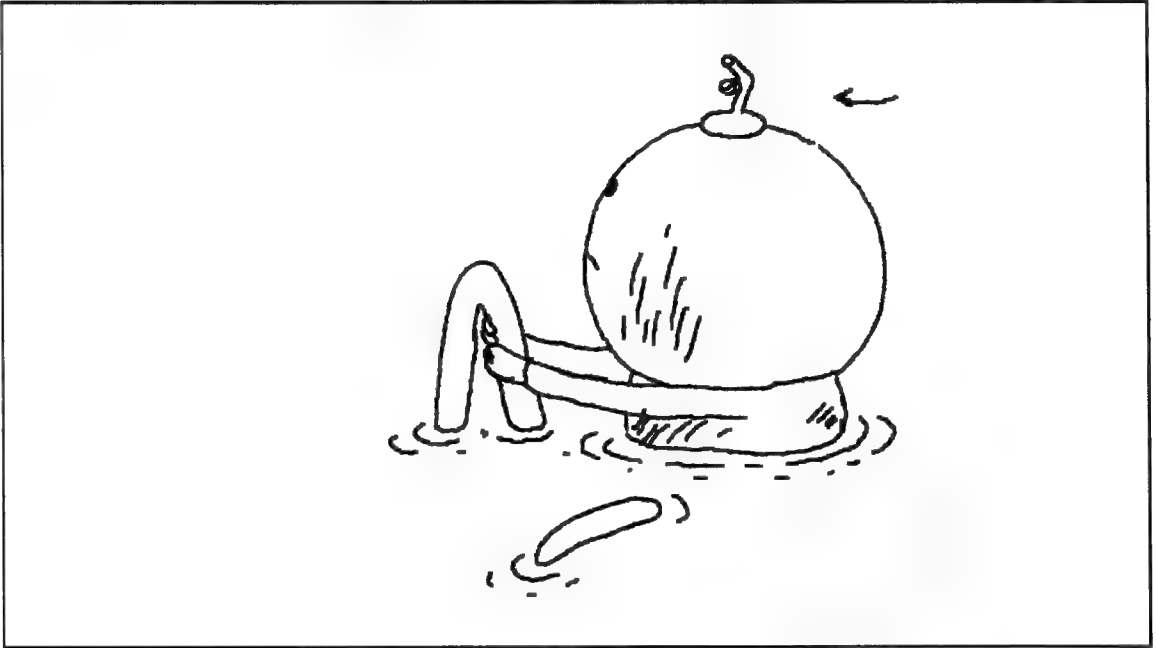
ADVENTURE TIME



Sc. 114 Pnl. C Bg. day night



Sc. 114 Pnl. D Bg. day night

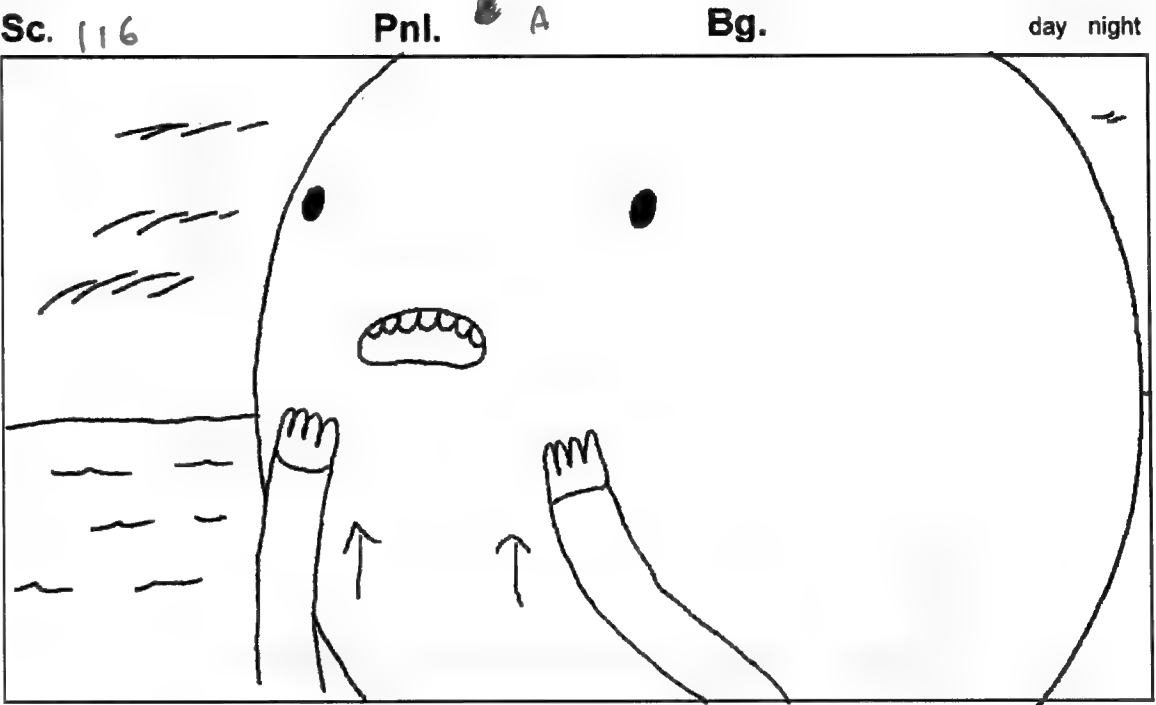
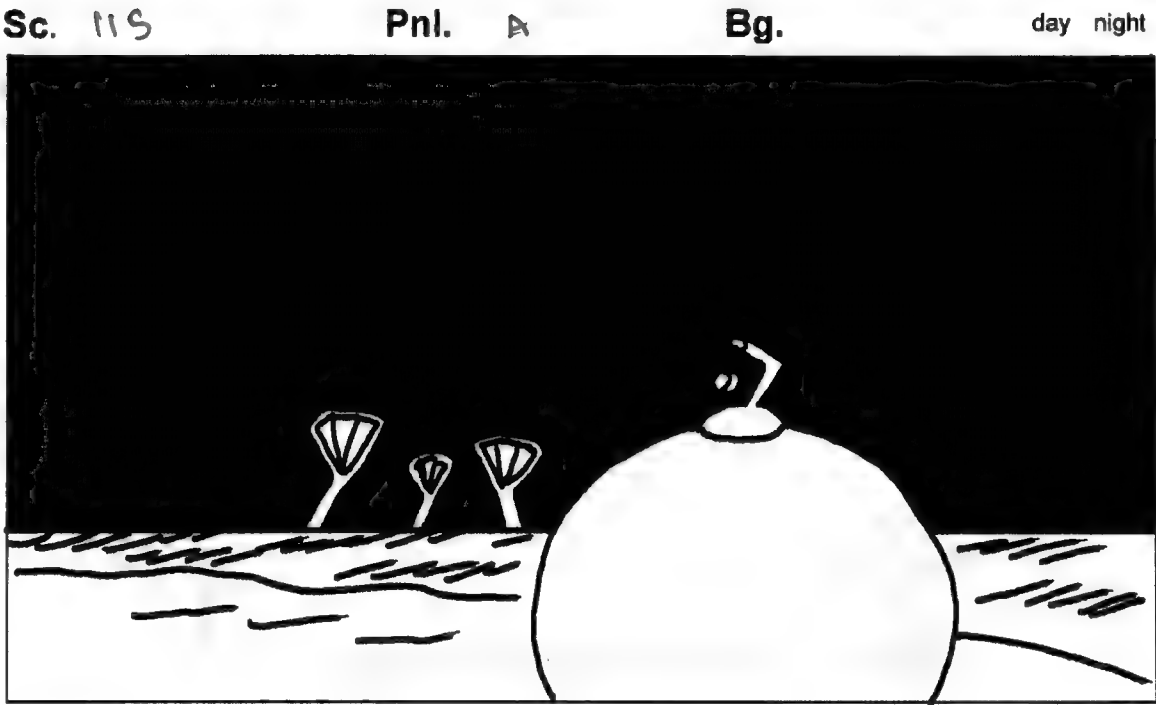
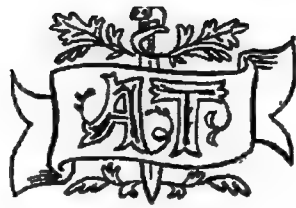


Dialog:
© / m m m
Action:
A B A B
Timing:

Production : 1025-195 EPISODE #

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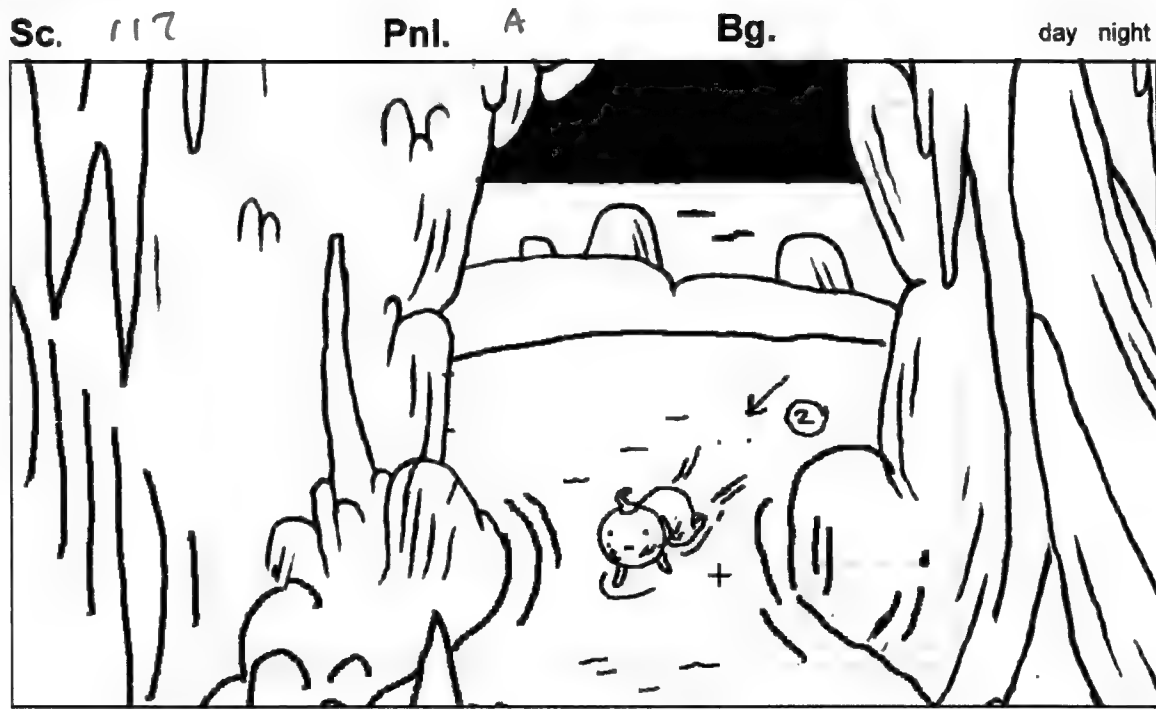
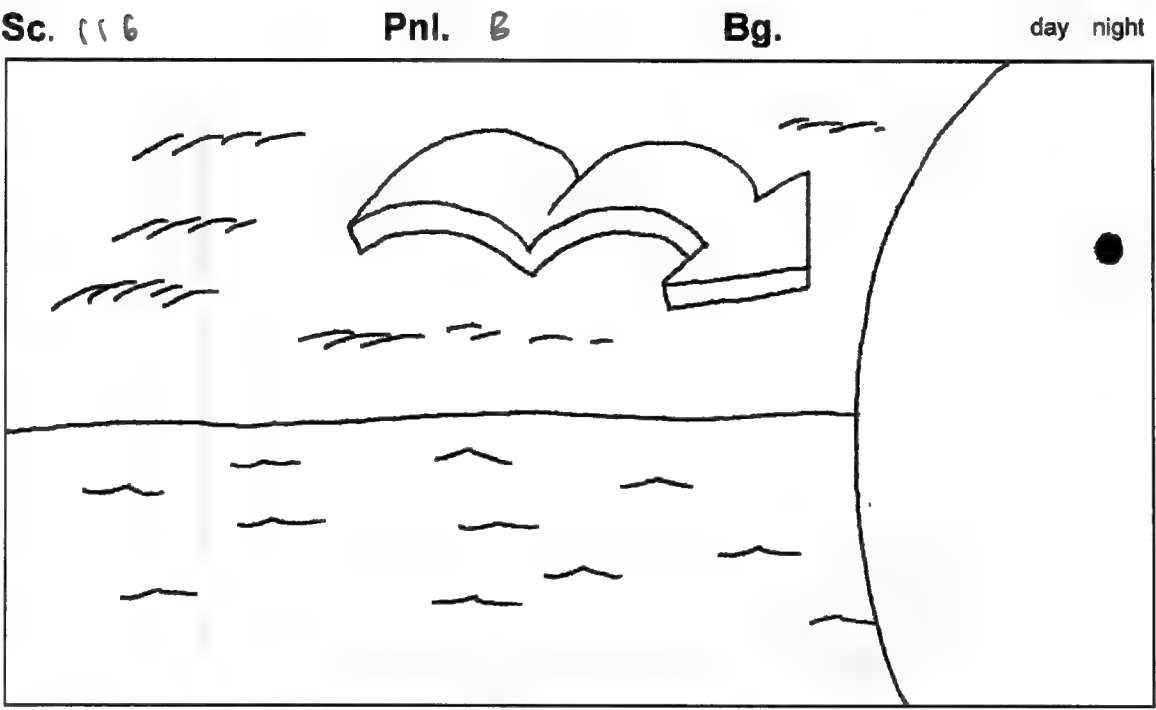
ADVENTURE TIME




Dialog:	©/ "YOU CAN DO IT, CUBER"
Action:	SPOTLIGHTS SEARCHIN.
Timing:	

1025-106
EPISODE #
Production :

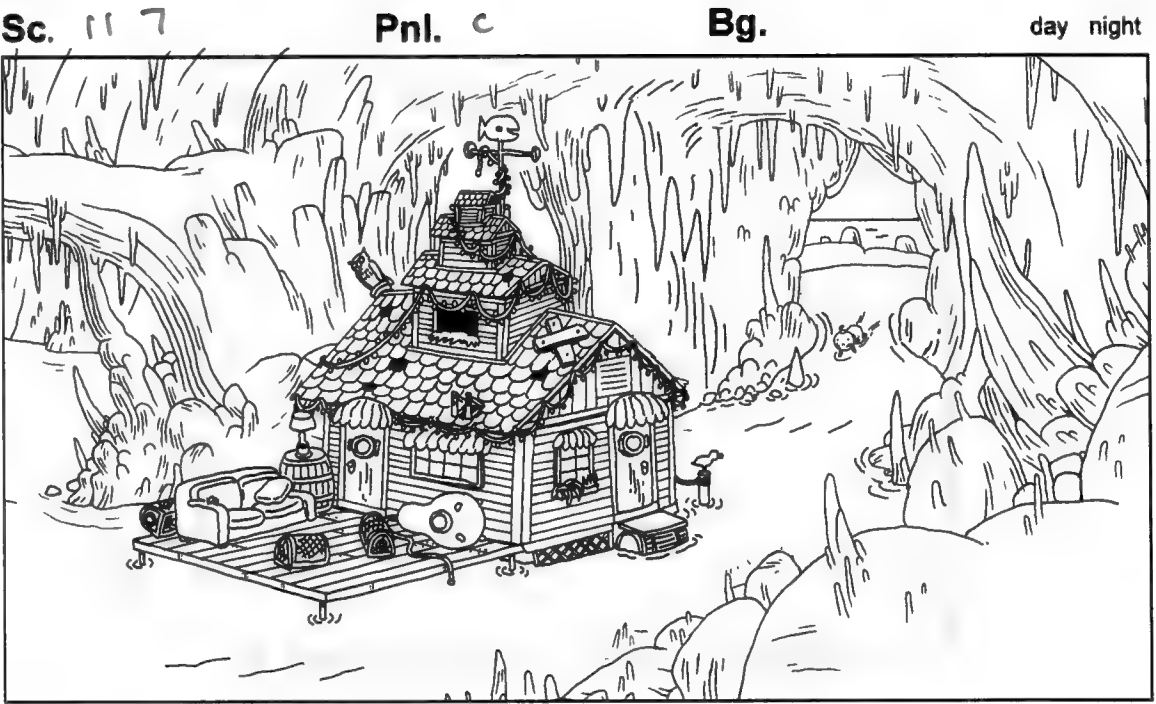
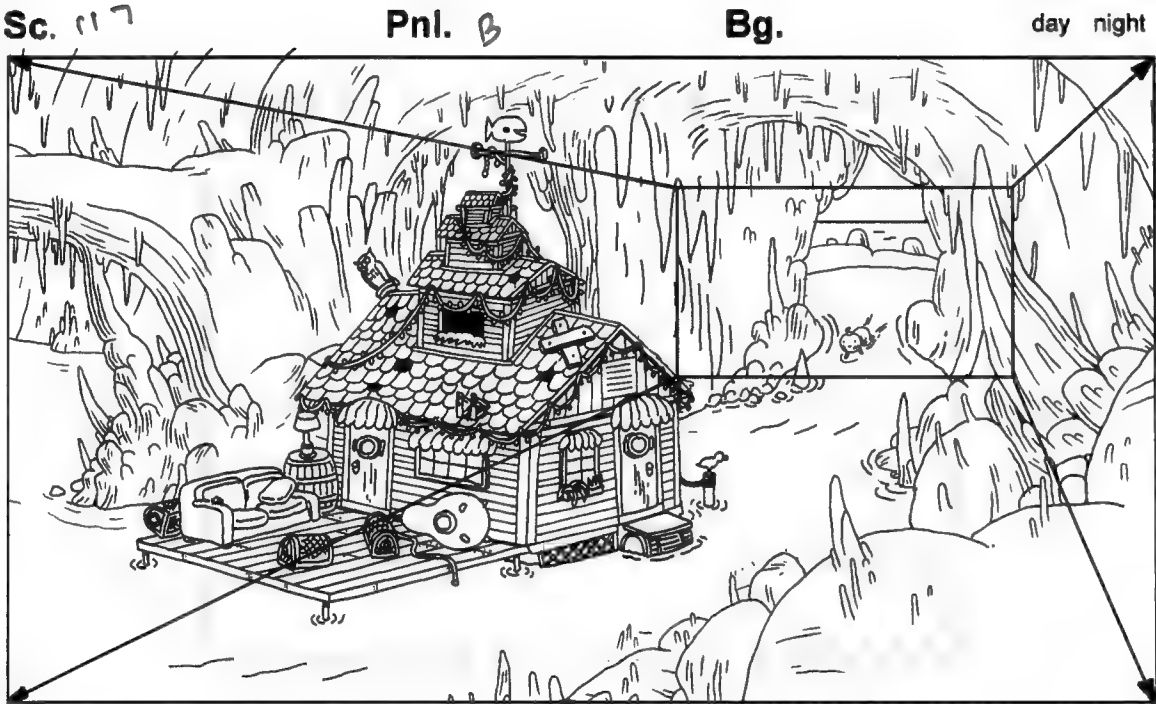
ADVENTURE TIME



Dialog:	© YOU CAN RUN AWAY.
Action:	CRAWLING 
Timing:	+

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ADVENTURE TIME

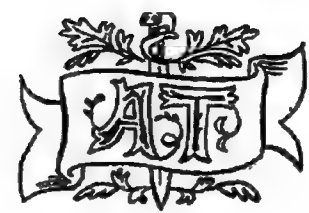


Dialog:
Action:
Timing:

EPISODE # 1025-195
Production :

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ADVENTURE TIME



CAVE ENTRANCE CHEATED
THIS WAY. →



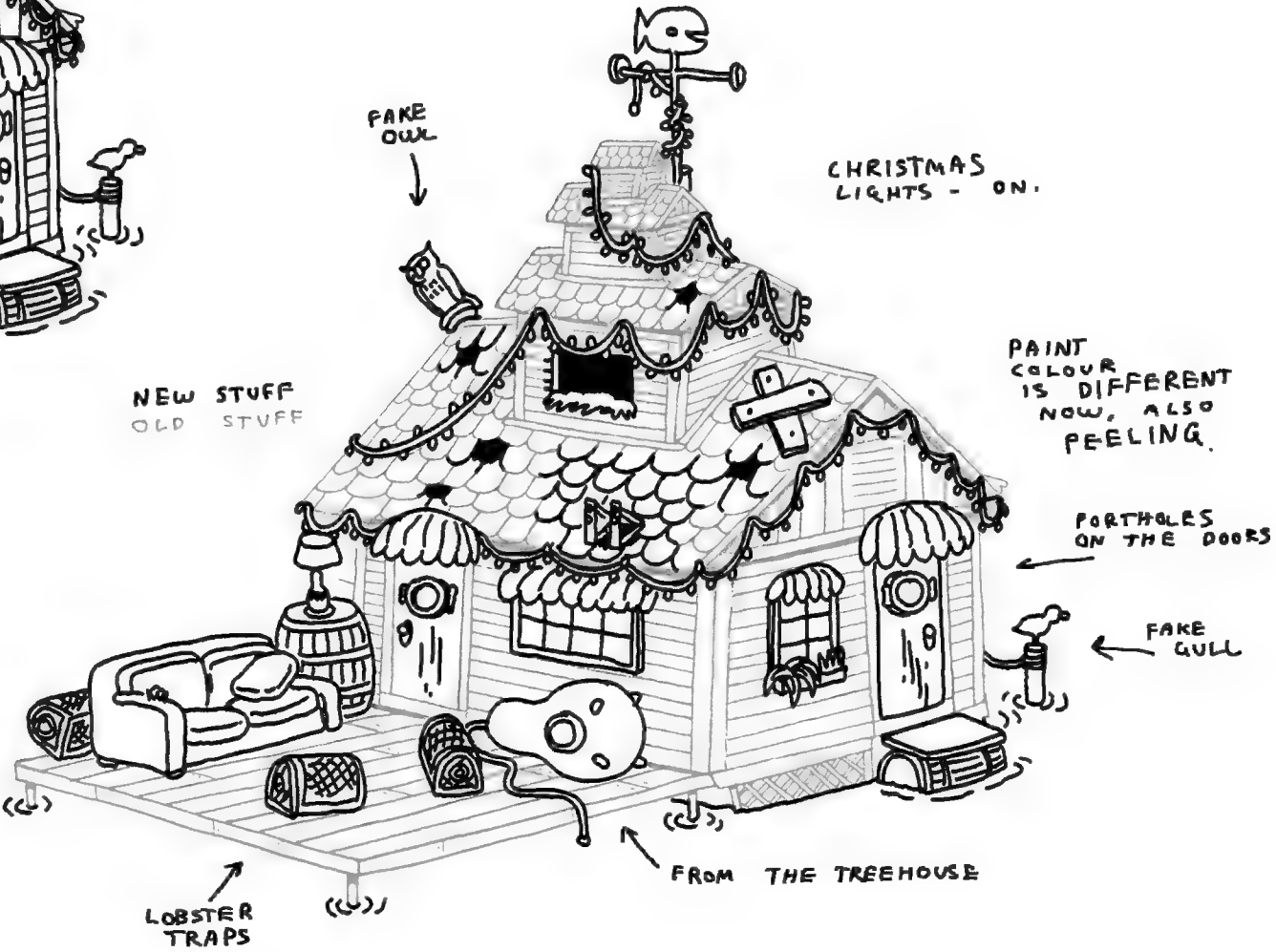
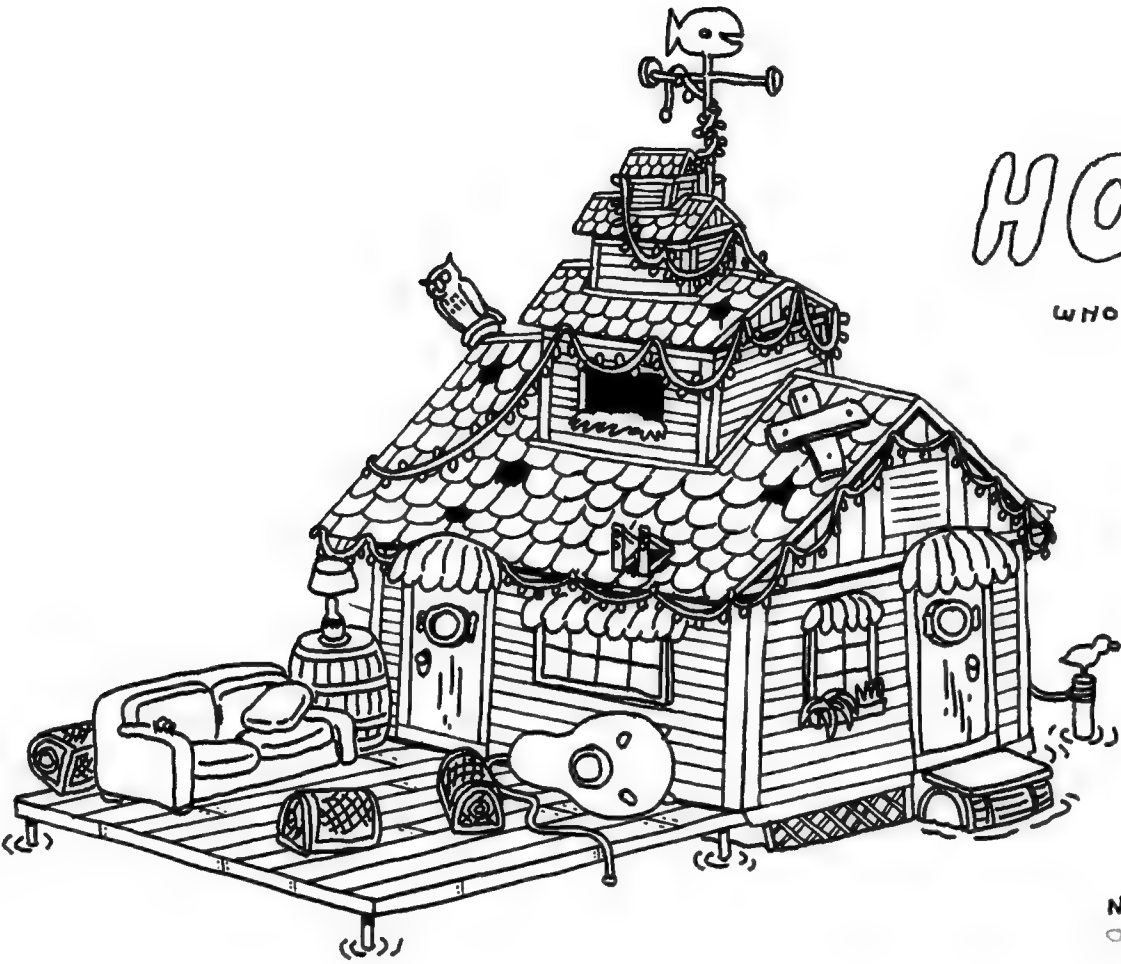
Production :

EPISODE #

1025-195

HOUSE

WHO LIVES HERE?



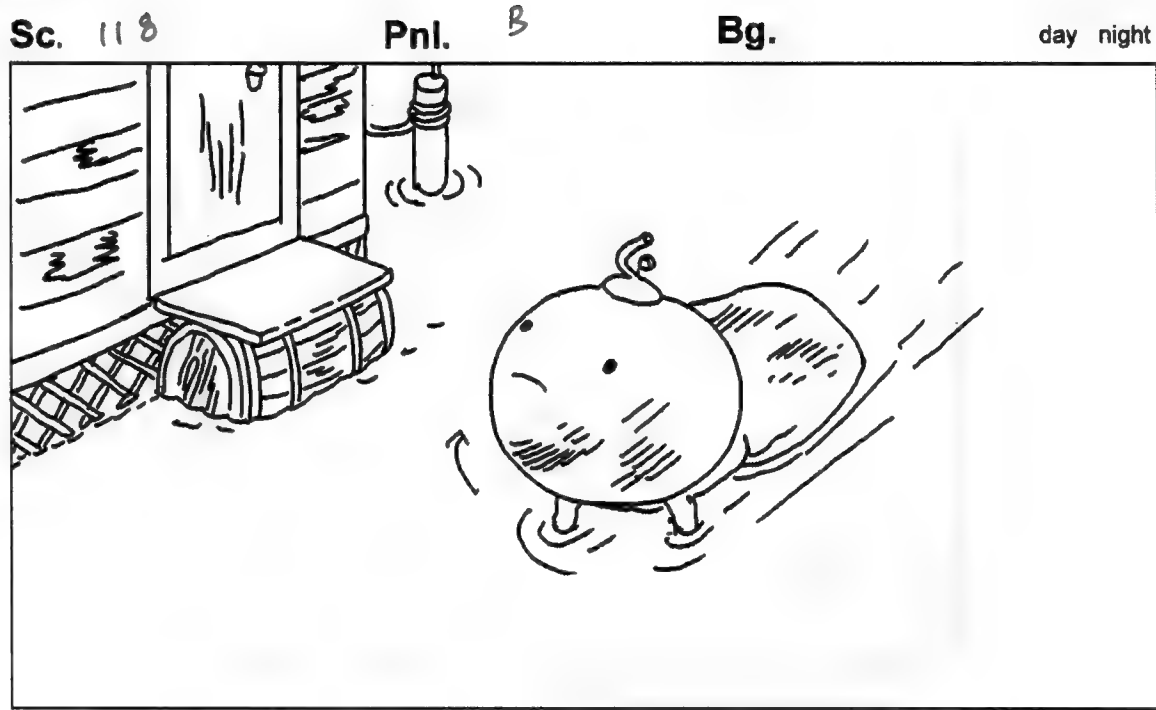
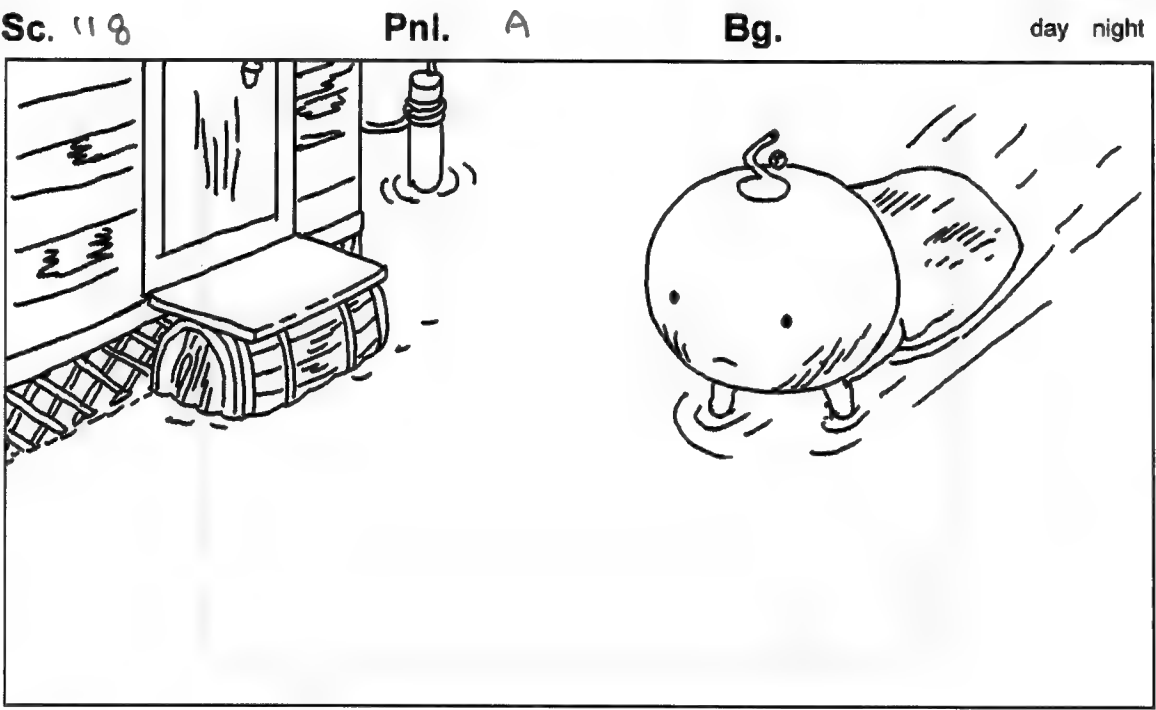
1025-195

EPISODE #

Production :

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ADVENTURE TIME



Dialog:

Action:

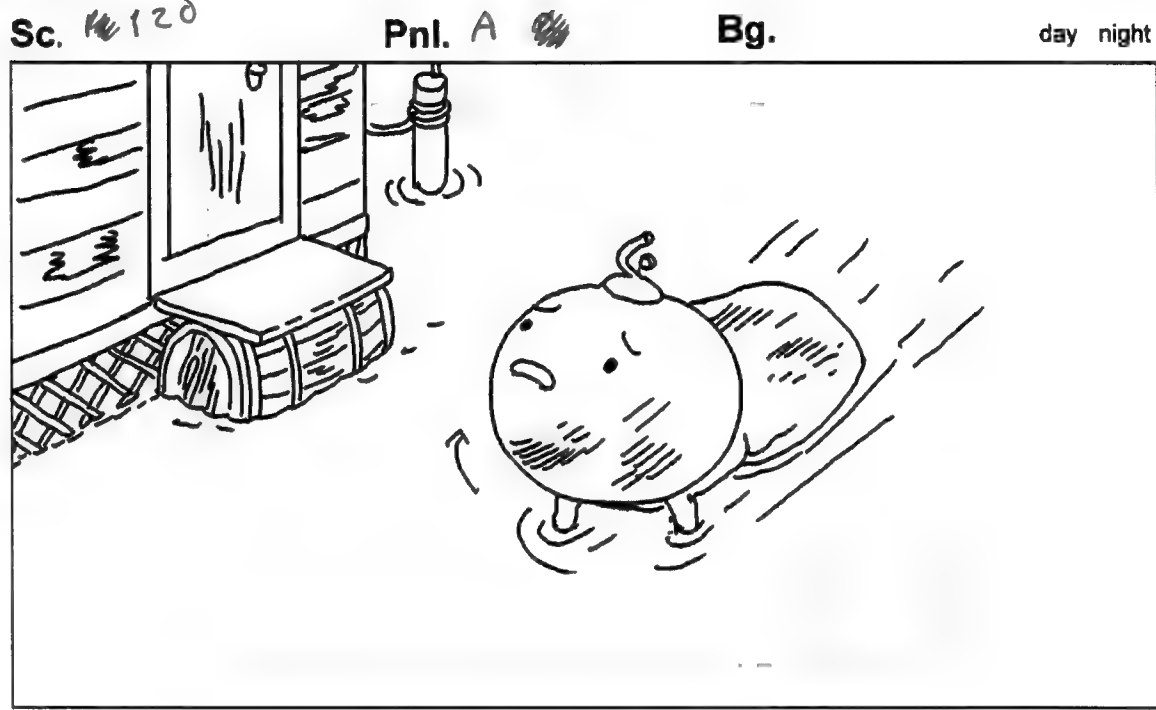
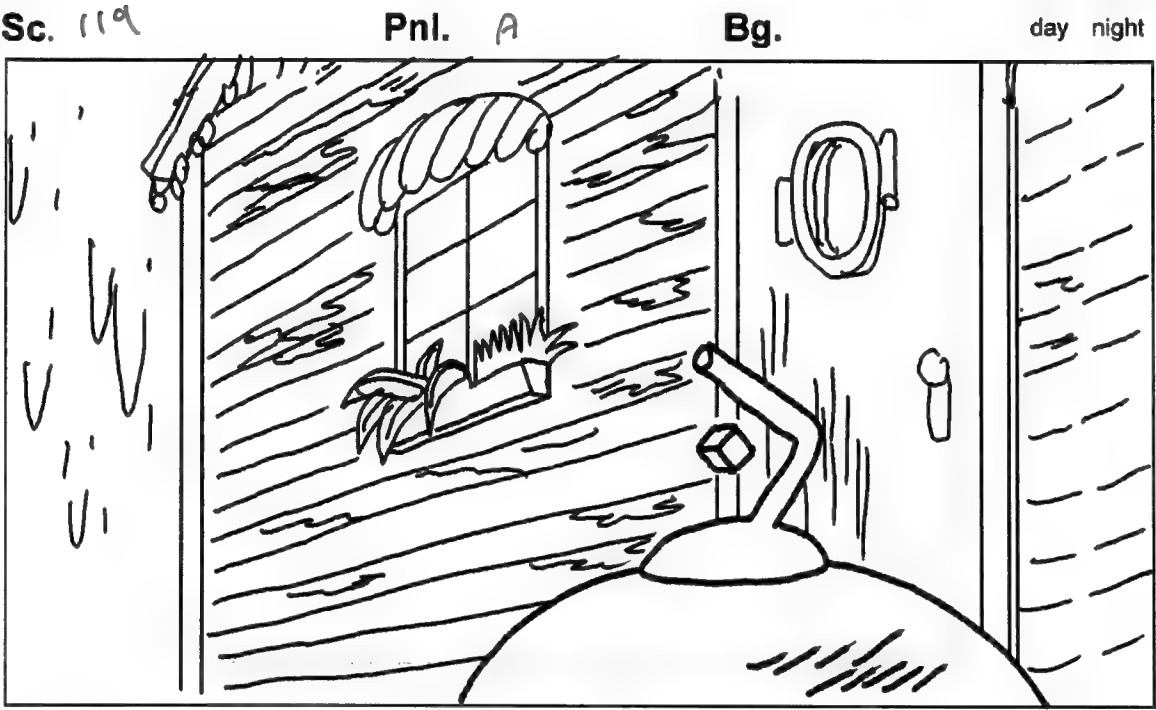
CRAWLING

PAUSES, LOOKS UP.

Timing:

EPISODE # 1025-195
Production :

ADVENTURE TIME



Dialog:

(SFX) (DISTANT RAGTIME MUSIC,
CLINKING DISHES

Action:

ALL DARK EXCEPT ONE LIT
WINDOW. WARM,

Timing:

© FRIEND OR FOE,
I DOBLE KNOW.

↑
SAID LIKE A SAD POEM.

ADVENTURE TIME

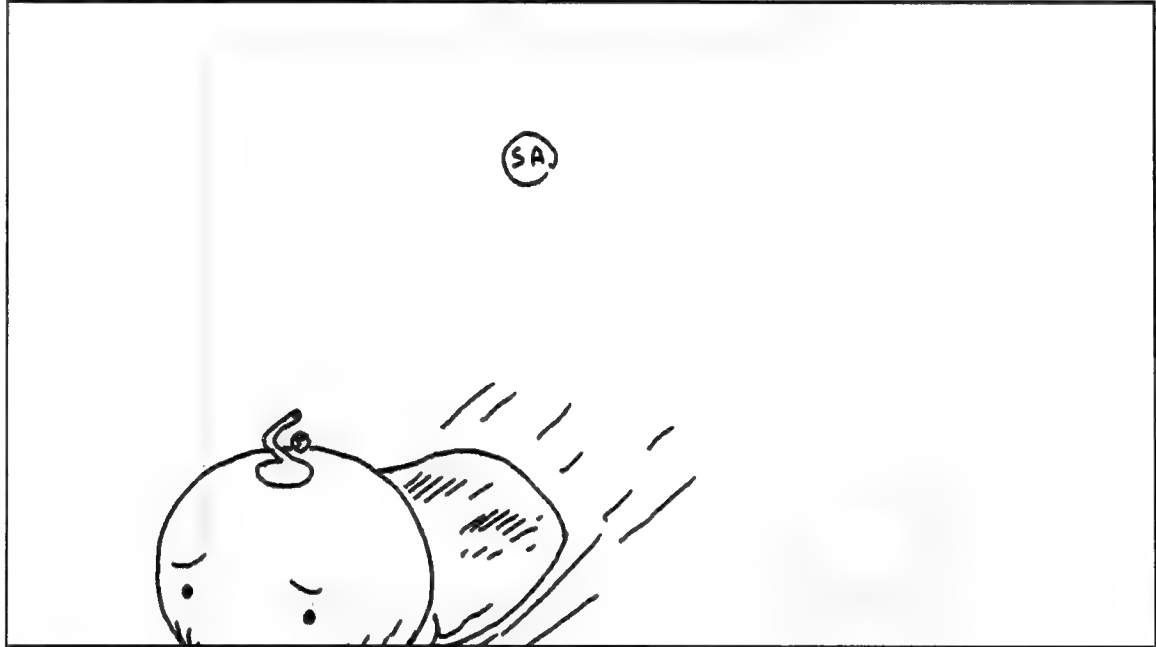


Sc. 120

Pnl. B

Bg.

day night

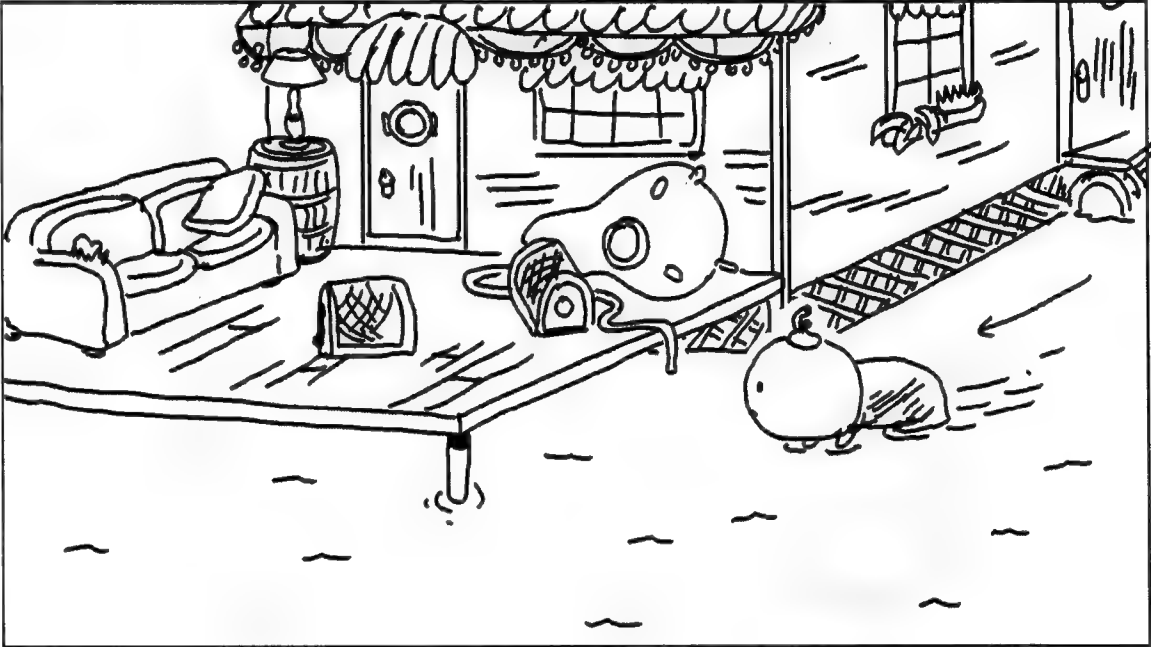


Sc. 121

Pnl. A

Bg.

day night

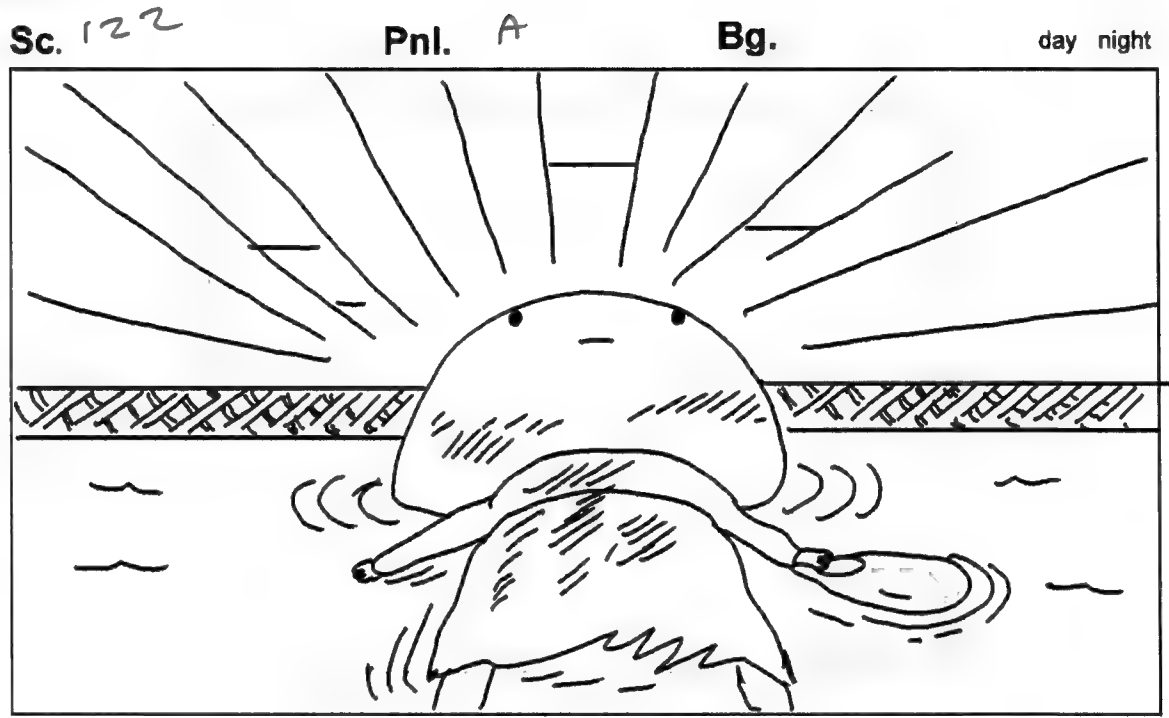
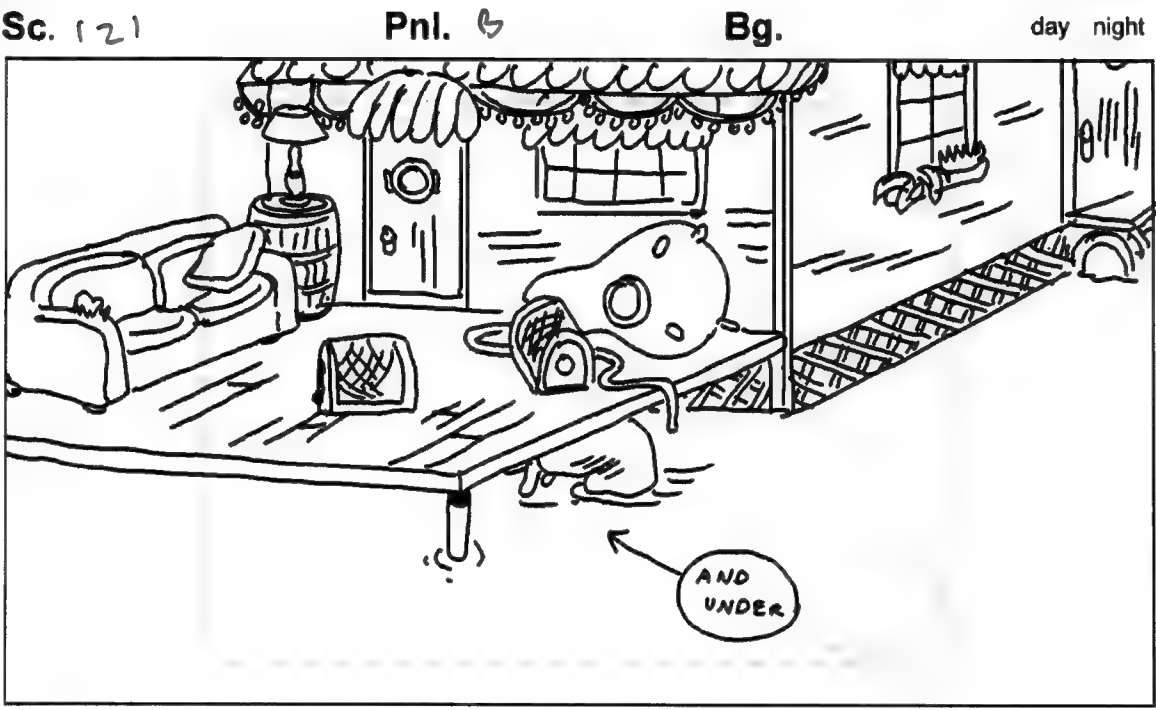


Dialog:
Action:
Timing:

Production :
EPISODE # 1025-195

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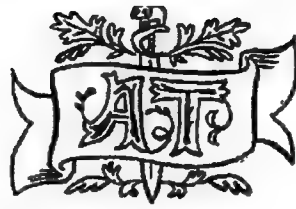
ADVENTURE TIME



Dialog:	Q NOW WHAT... MAYBE ...
Action:	
Timing:	

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ADVENTURE TIME

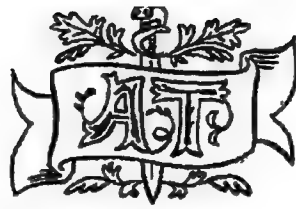


Sc. 122 Pnl. B Bg. day night Sc. 122 Pnl. C Bg. day night



Dialog:
Action:
Timing:

ADVENTURE TIME



Sc. 122

Pnl. D

Bg.

day night

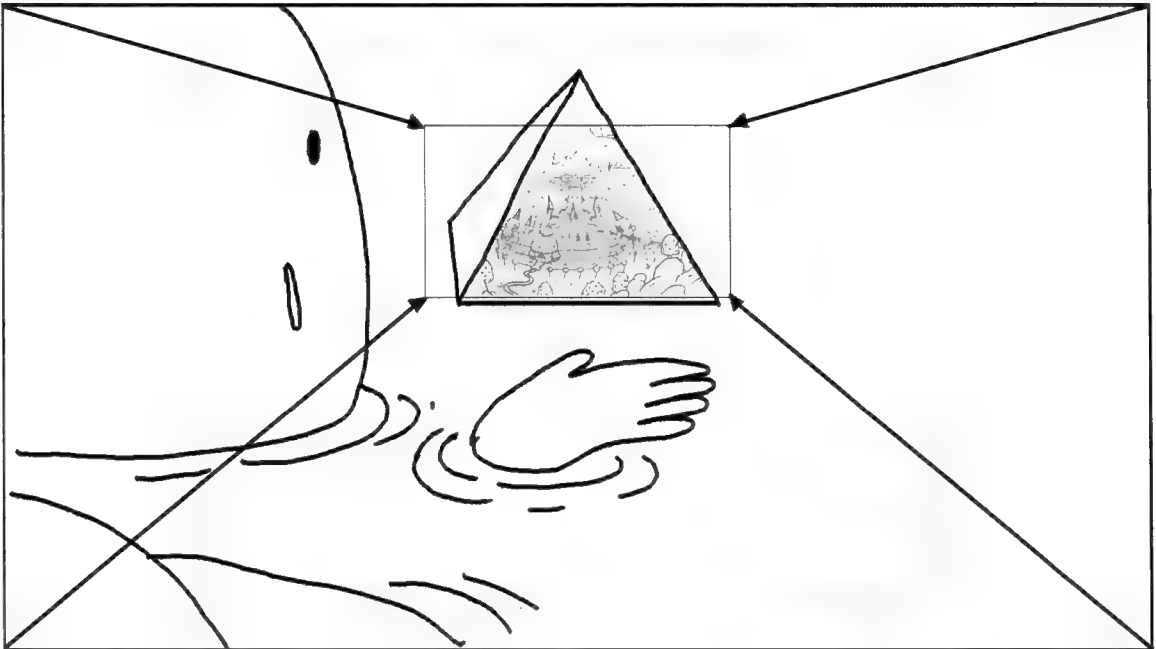


Sc. 123

Pnl. A

Bg.

day night



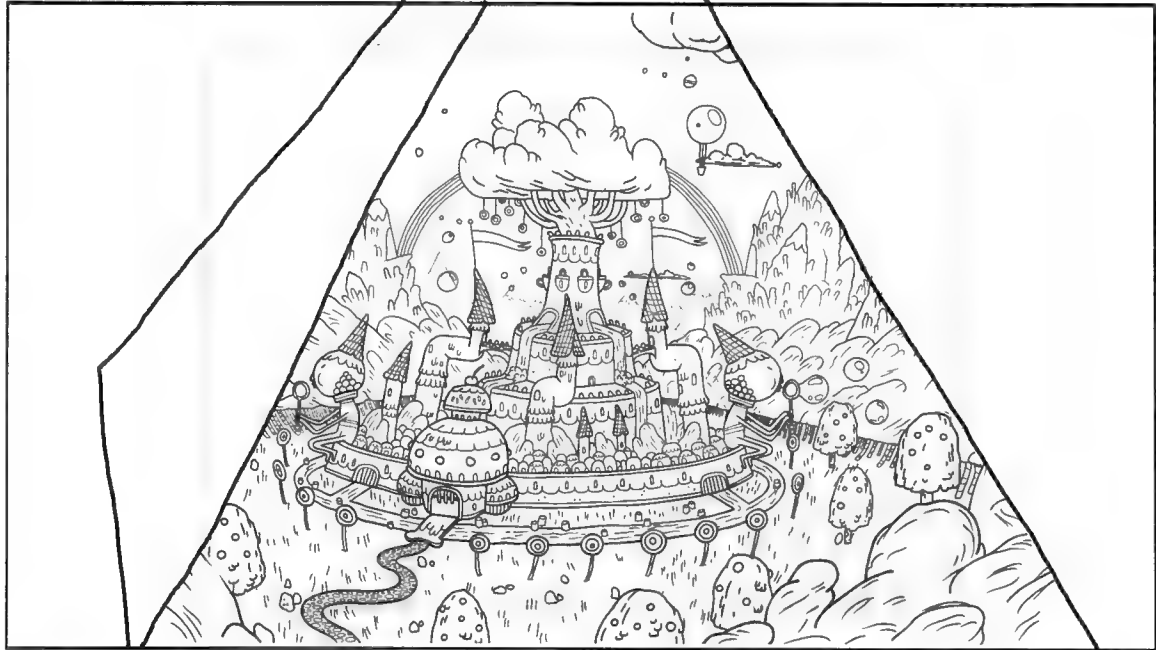
Dialog:
Action:
Timing:

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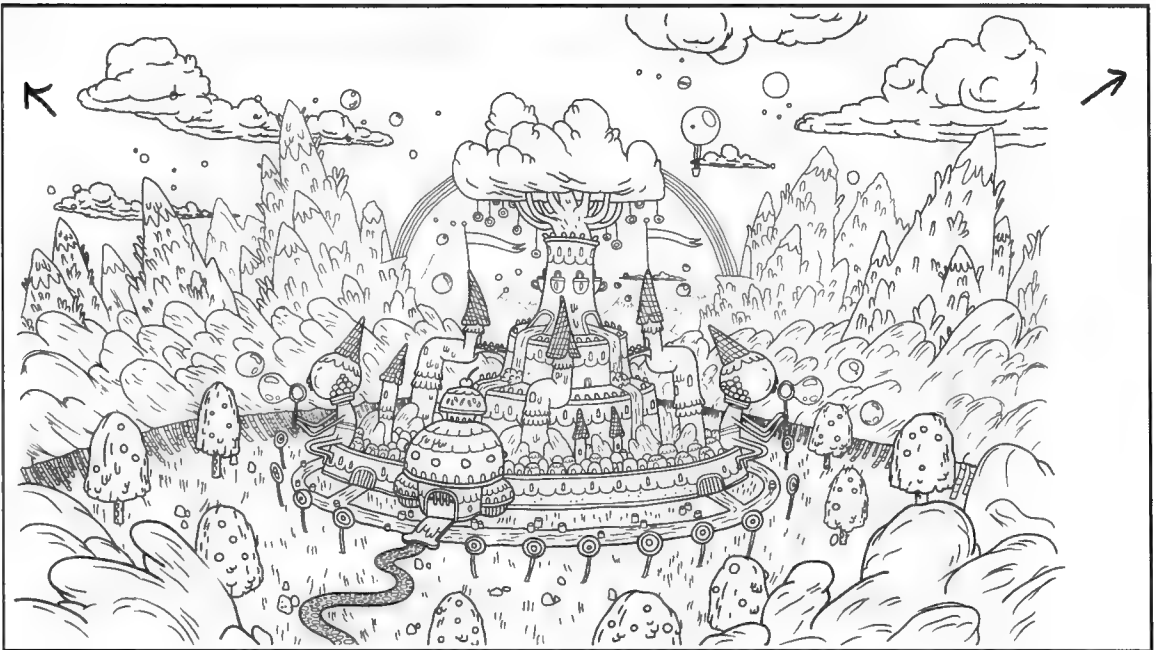
ADVENTURE TIME



Sc. 123 Pnl. B Bg. day night



Sc. 124 Pnl. A Bg. day night



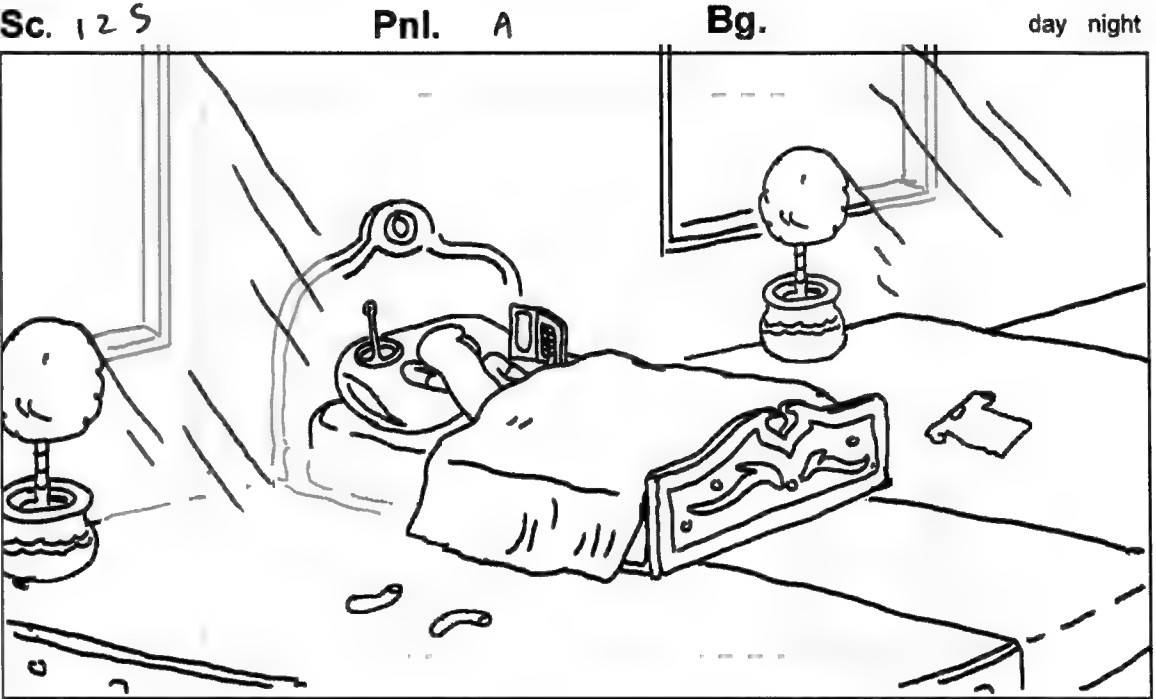
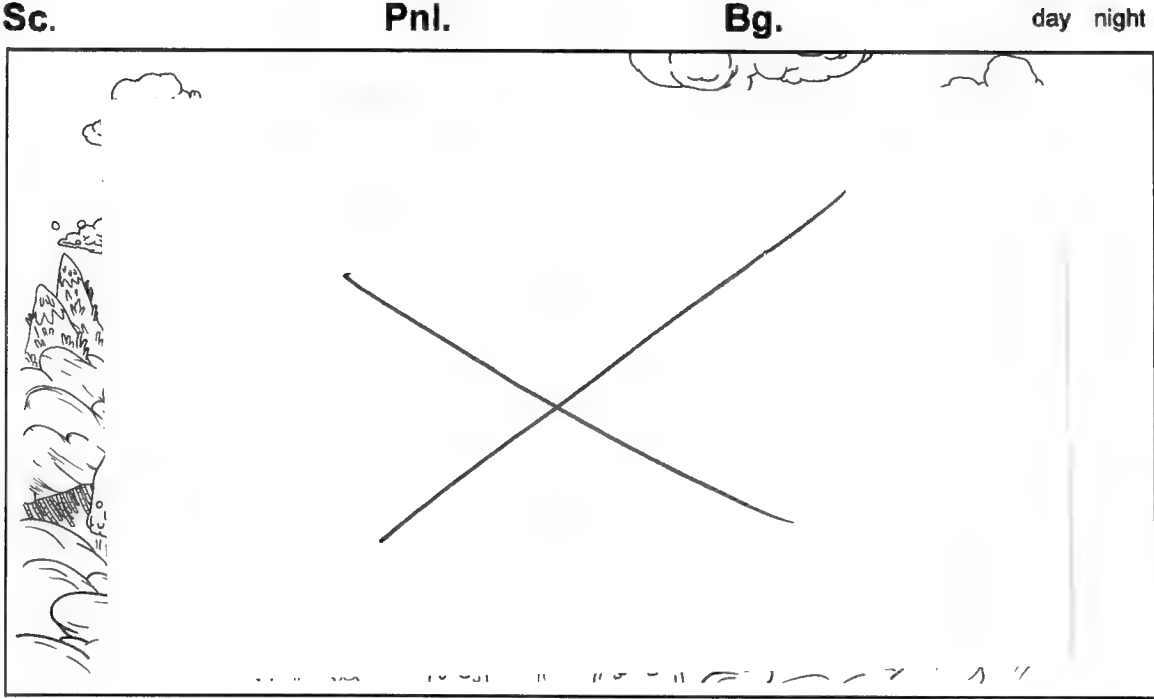
Dialog:
Action:
Timing:

CLASSIC.

EPISODE # 1025-195
Production :

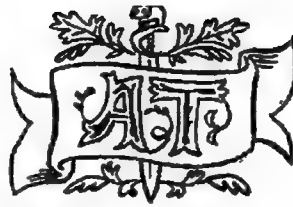
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ADVENTURE TIME

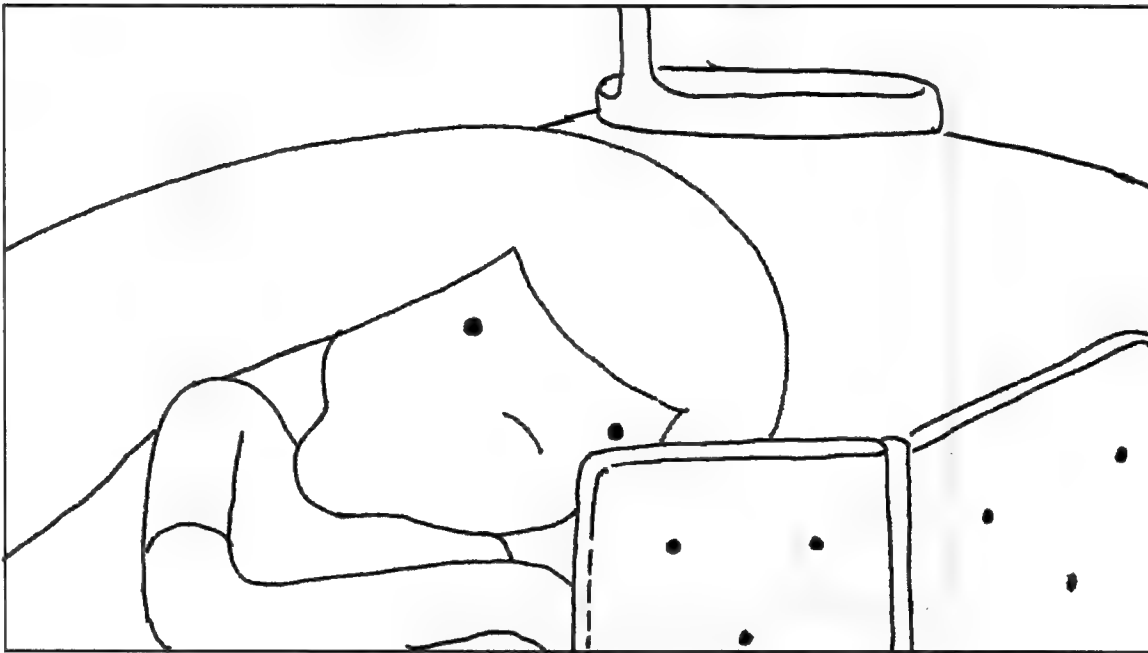
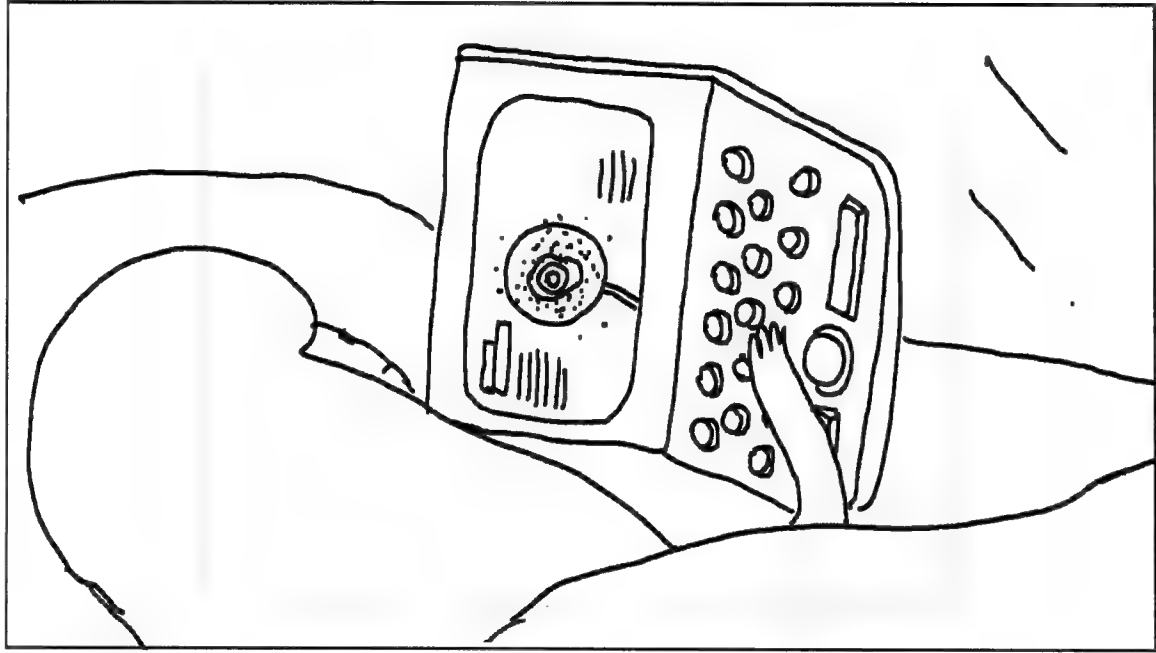


Dialog:	(SFX) CLICK . CLICK .
Action:	CLASSIC. - LIKE A LATE SUNDAY MORNING - SUNBEAMS .
Timing:	

ADVENTURE TIME



Sc. 126 Pnl. A Bg. day night Sc. 127 Pnl. A Bg. day night



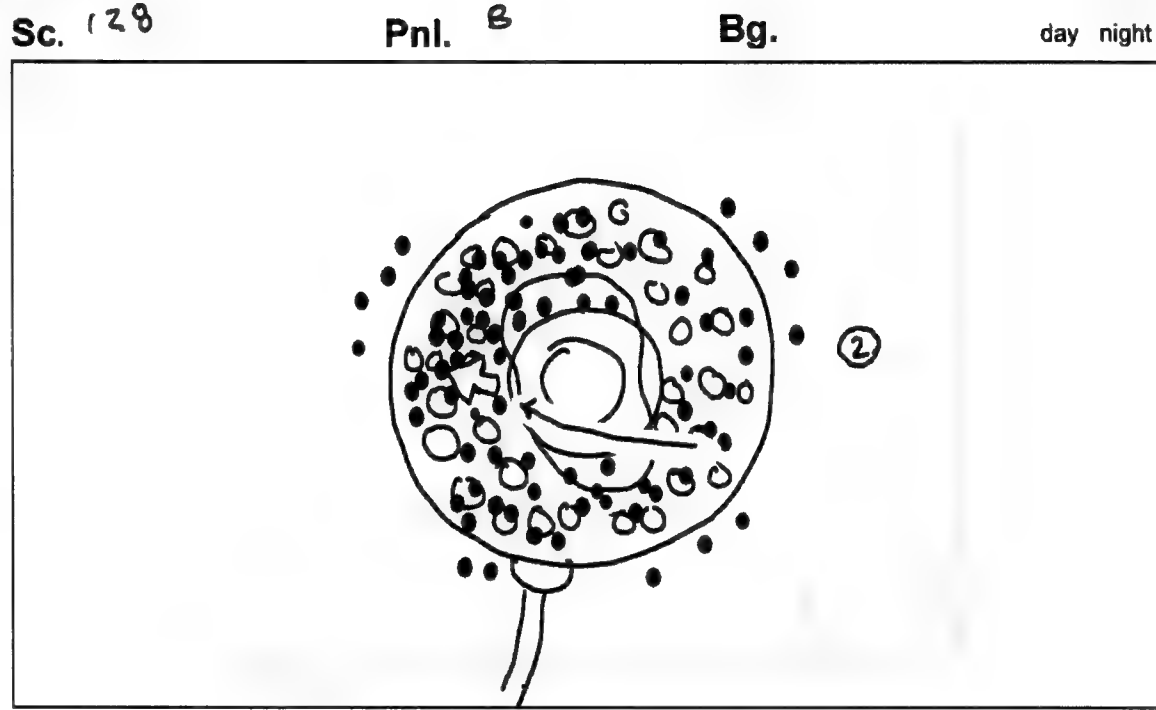
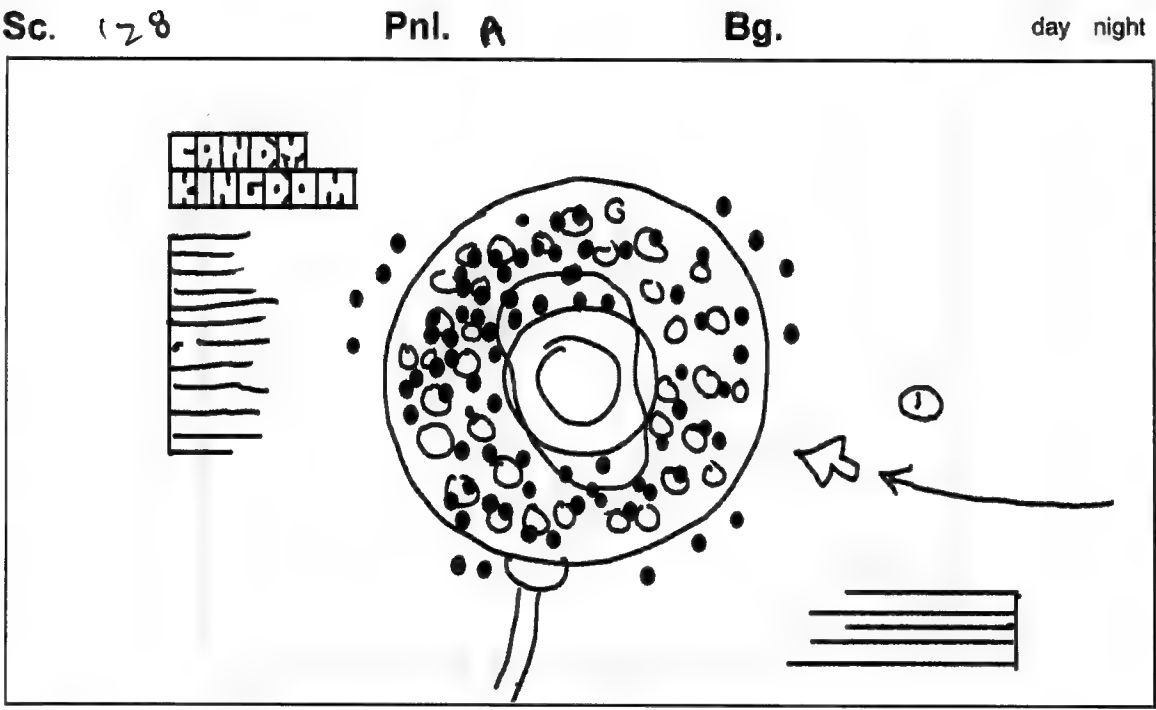
Dialog:
SFX CLICK. CLICK. CLICK - CLICK. CLICK.

Action:
COMPUTER MOUSE NOISES.
DESIGN! THE COMPUTER IS A S'MORE.

Timing:
GRAHAM CRACKER CASE, MARSHMALLOW KEYS, CHOCOLATE SCREEN & SPACEBARS.

EPISODE # 1025-195
Production :

ADVENTURE TIME



Dialog:

Action:

- MAP OF CANDY KINGDOM
- BROWN SCREEN
- DOTS ARE CANDY PEOPLE.

Timing:

(SPX) ~ CLIK-CLICK ~

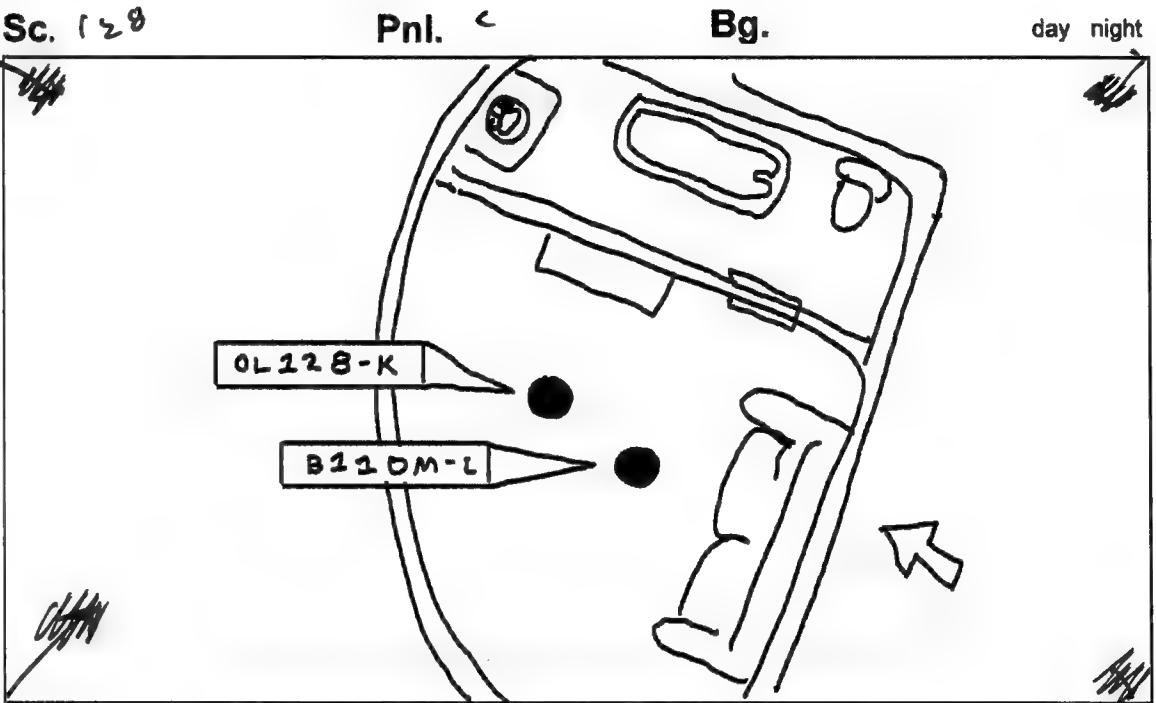
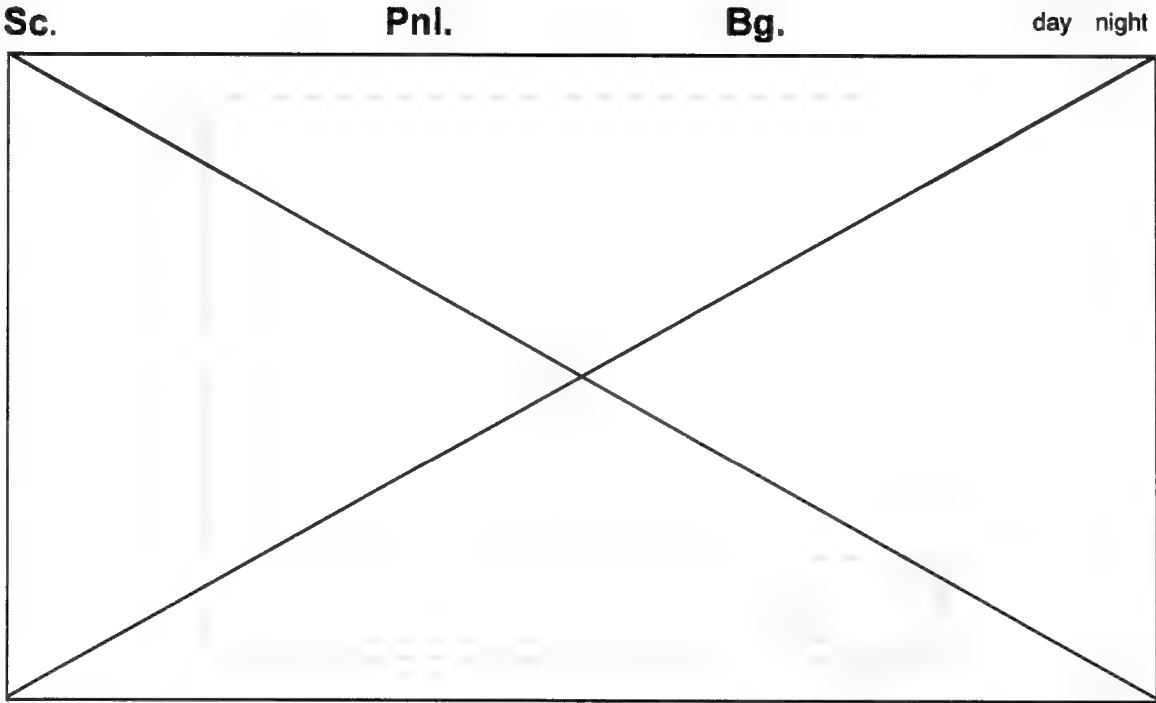
CLICKS ON A HOUSE.

EPISODE # 1025-195
Production :

ADVENTURE TIME



Page 184



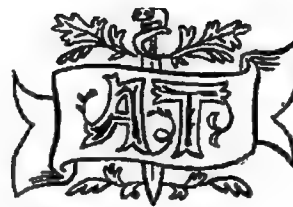
Dialog:	<p>(PB) (0.5.) I SEE THAT MR. CUPCAKE IS AT MADAME ECLAIR'S APARTMENT AGAIN.</p> <p>(ALT) I SEE THAT CRUNCHY IS AT MADAME ECLAIR'S APARTMENT AGAIN.</p>
Action:	<p>- ZOOM INTO A LIVING ROOM</p> <p>- DOTS ARE WIGGLE AROUND SPORATICALLY.</p>
Timing:	

1025-1as

EPISODE #

Production :

ADVENTURE TIME



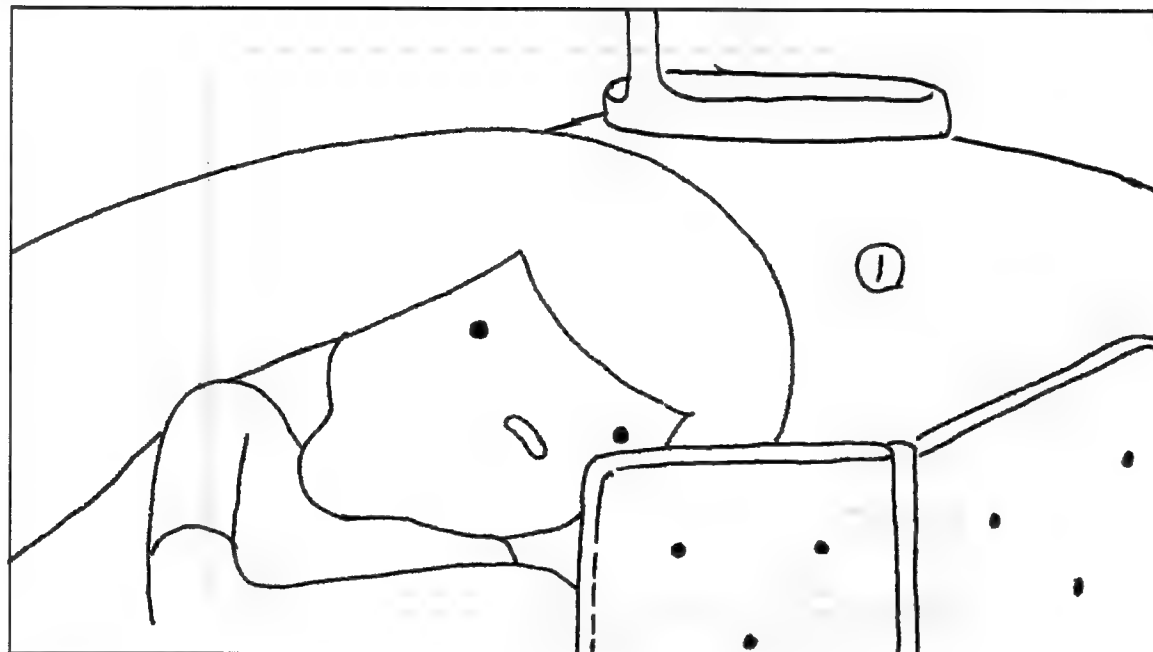
Page 185

Sc. 129

Pnl. A

Bg.

day night

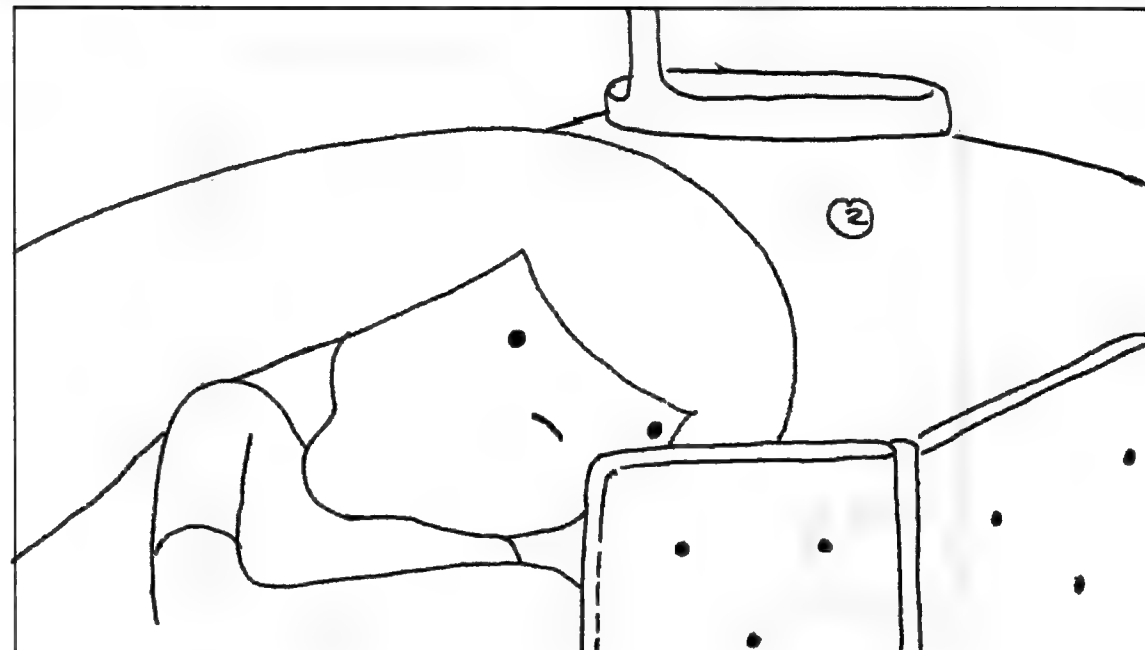


Sc. 129

Pnl. B

Bg.

day night



Dialog:

(PB) HIS MASSAGE BUSINESS IS
REALLY TAKING OFF ...

... TALENTEO MASSEUSE.

(SFX) DING: (PB) HM?

Action:

Timing:

1025-195

EPISODE #

Production :

ADVENTURE TIME

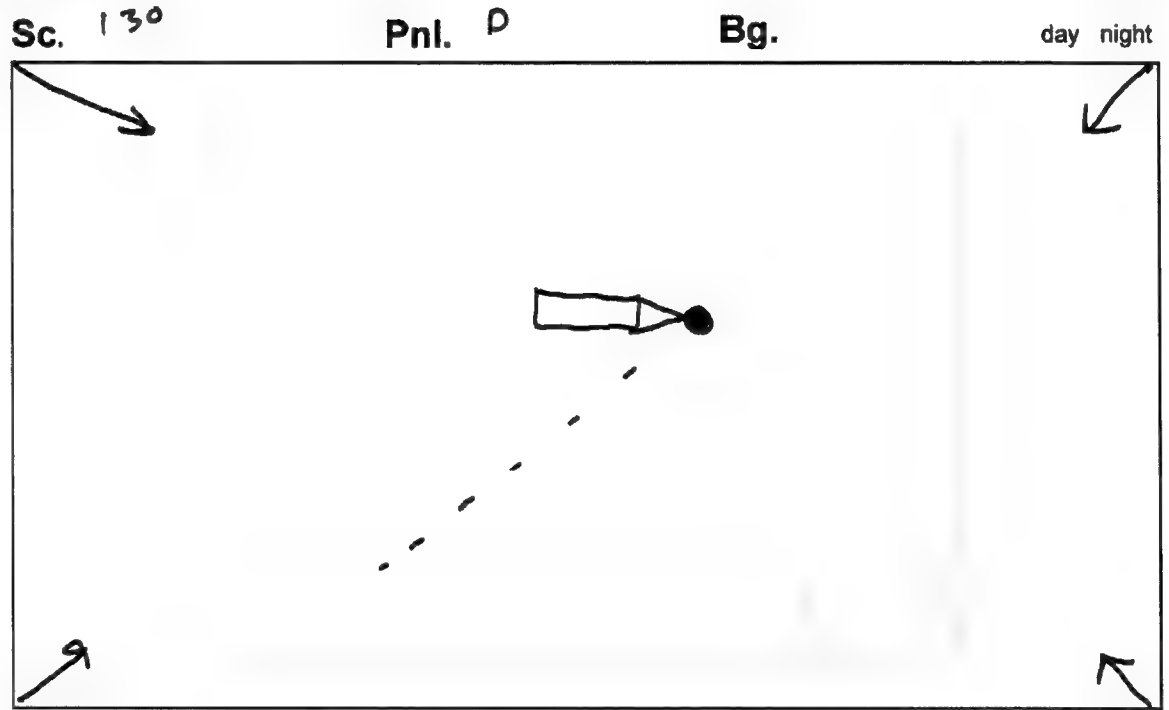
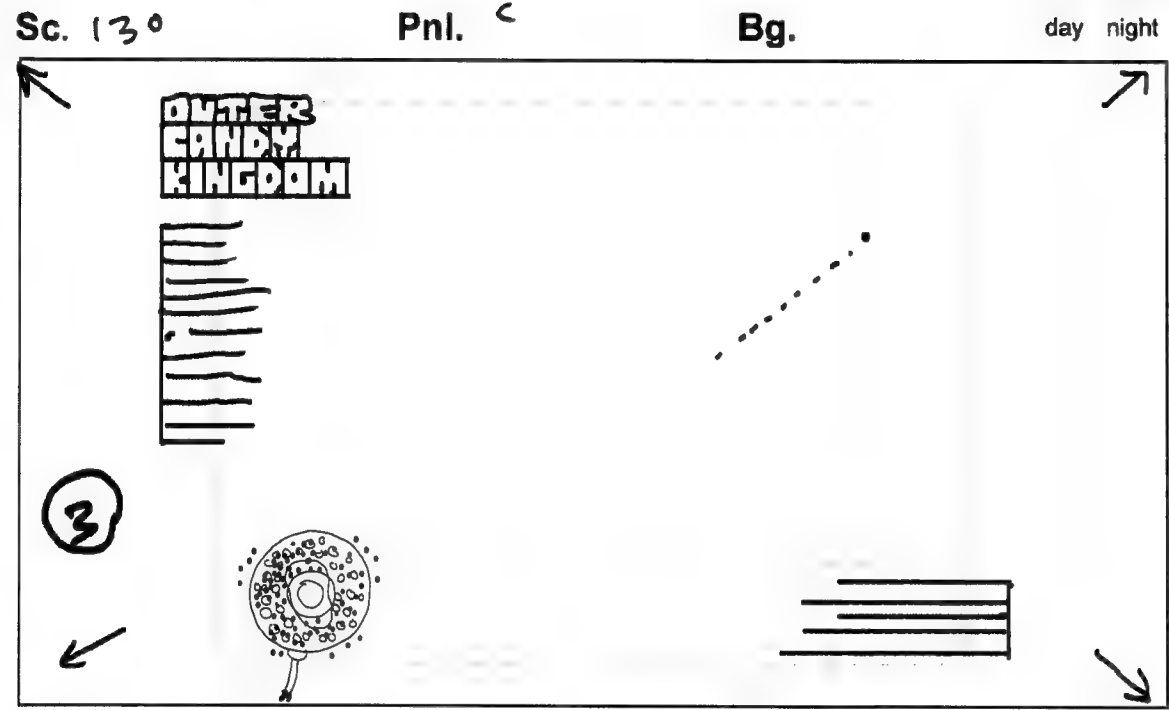


Sc. 130	Pnl. A	Bg.	day night	Sc. 130	Pnl. B	Bg.	day night	

Dialog:
Action: <div>ZOOM OUT</div>
Timing:

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ADVENTURE TIME

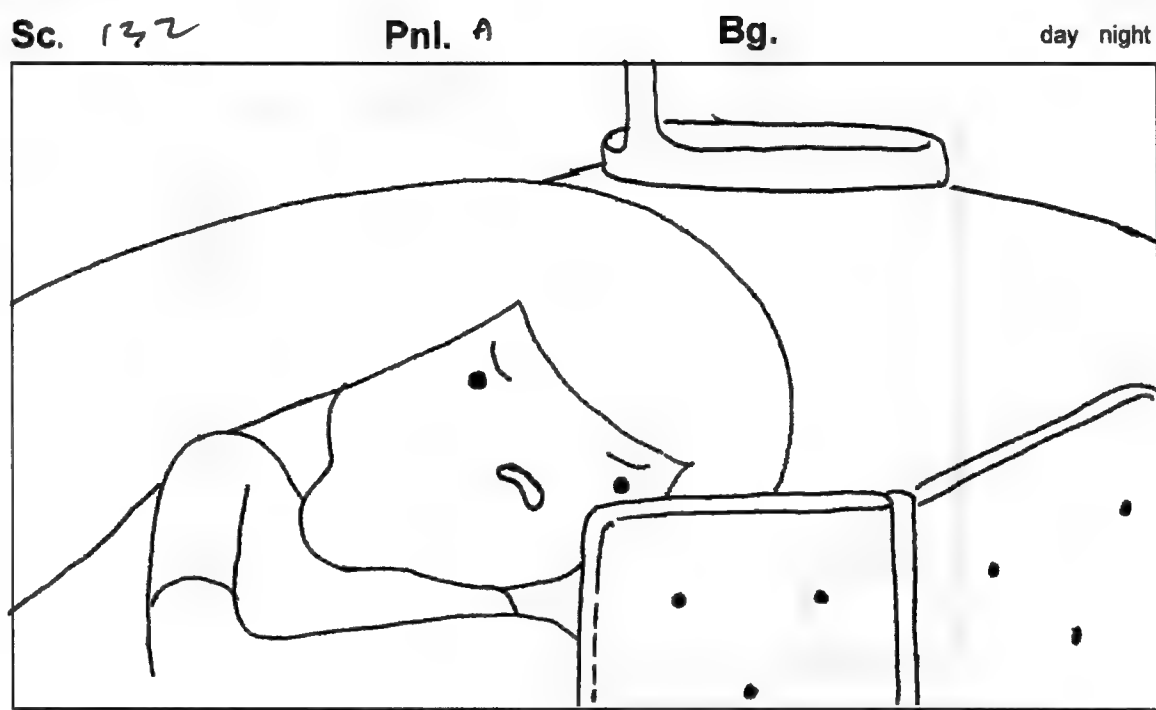
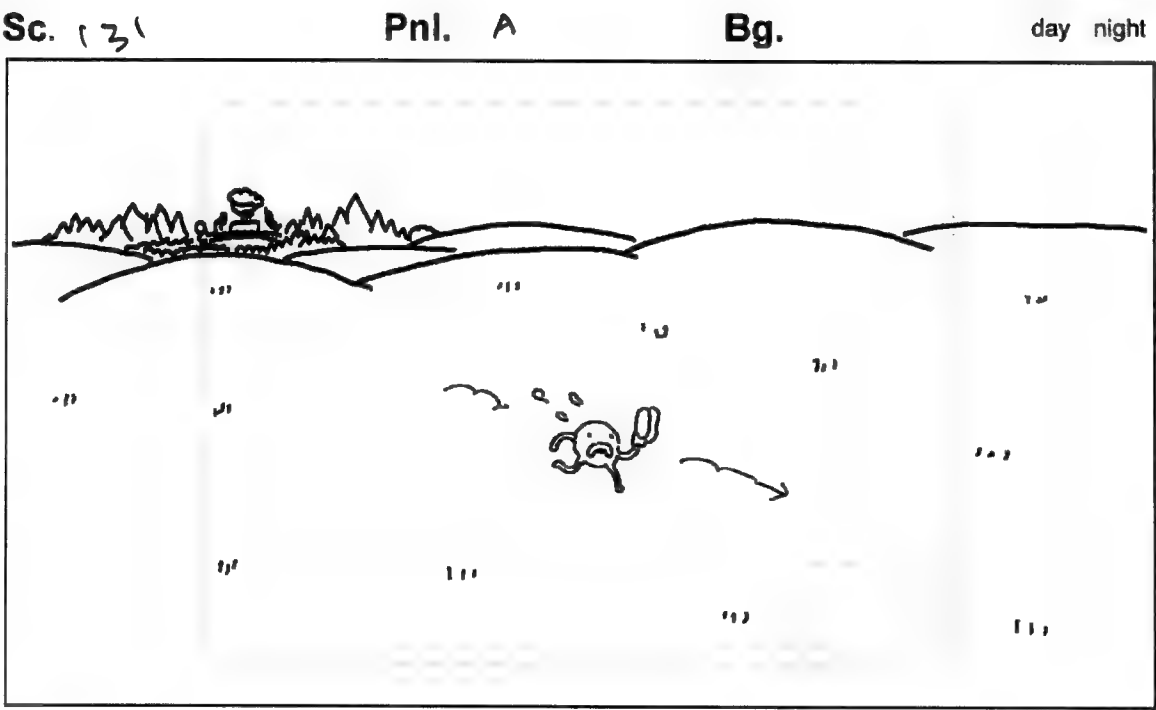


Dialog:
Action: ZOOM OUT. ZOOM IN DOT RUNNING AWAY.
Timing:

EPISODE # 1025-195
Production :

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ADVENTURE TIME



Dialog:	(S) HUFF! HUFF! HUFF! =	(PB) STARCHY?
Action:	STARCHY JOGGING.	
Timing:		

1025-195

EPISODE #

Production :

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ADVENTURE TIME

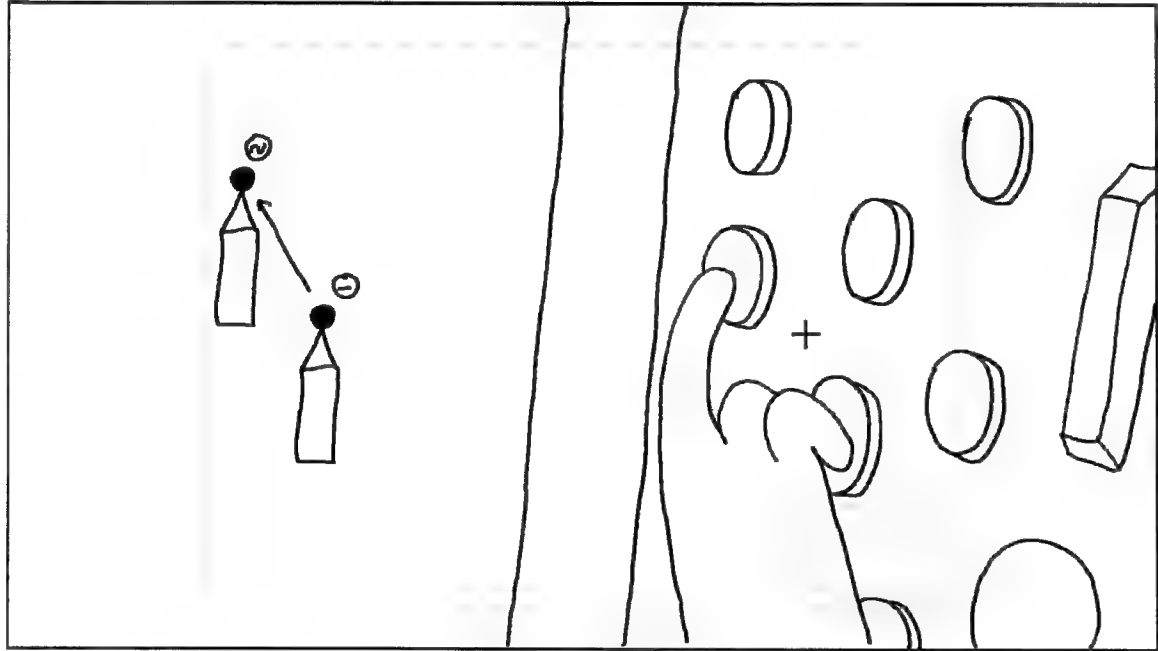


Sc. 133

Pnl. A

Bg.

day night

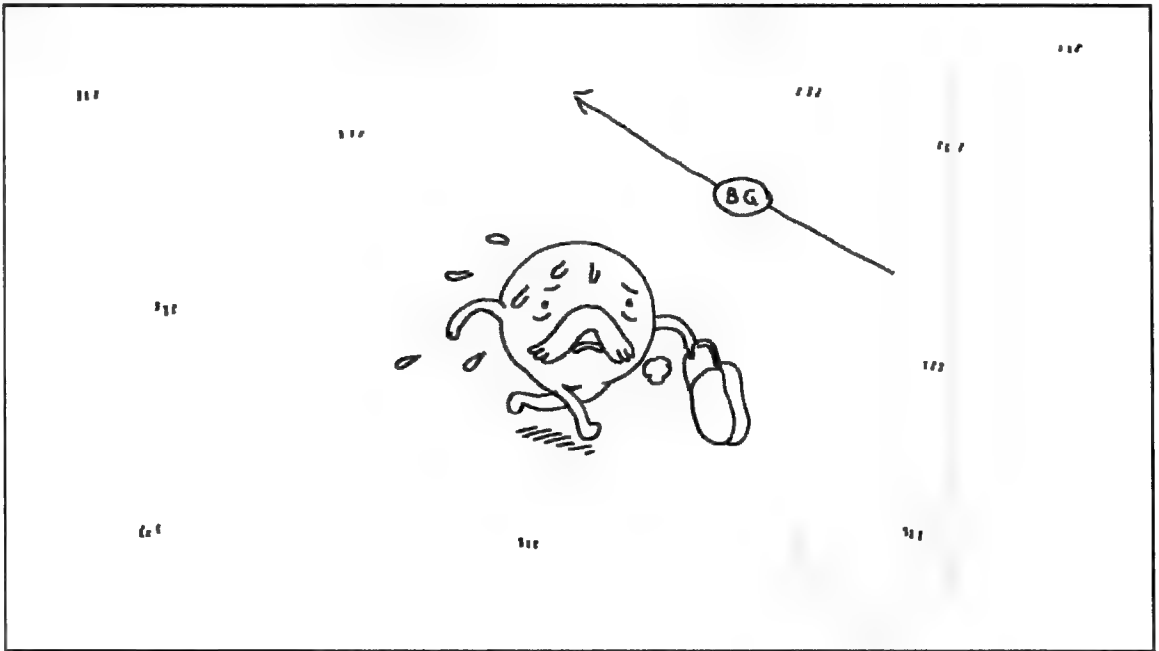


Sc. 134

Pnl. A

Bg.

day night



Dialog:

SFX DING DING DING

⑤ YESSIR, STARCHY'S JUST GOIN' FOR A WALK.

⑤ YUP, FEELS GOOD TO WALK.
IN MY RIGHT MIND TO WALK FOR DAYS.

Action:

PB TURNS UP VOLUME.

RUNNING.

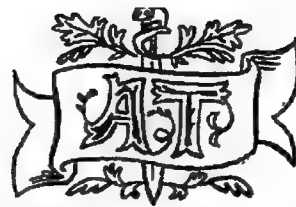
Timing:

1025-195

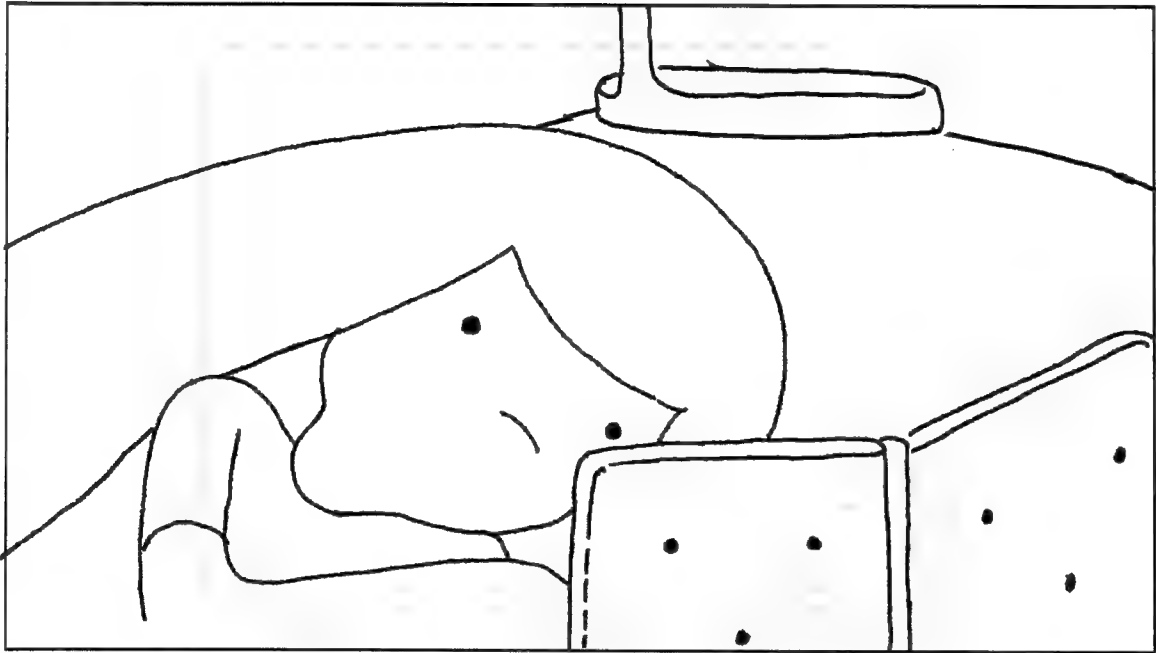
EPISODE #

Production :

ADVENTURE TIME



Sc. 135 Pnl. A Bg. day night



Sc. 136 Pnl. A Bg. day night



Dialog: (S) (G.S.) JUST SHUFFE STRETCHIN' OUT SHUFFE MY STARCH.

Action:

Timing:

EPISODE # 1025-195

Production :

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ADVENTURE TIME

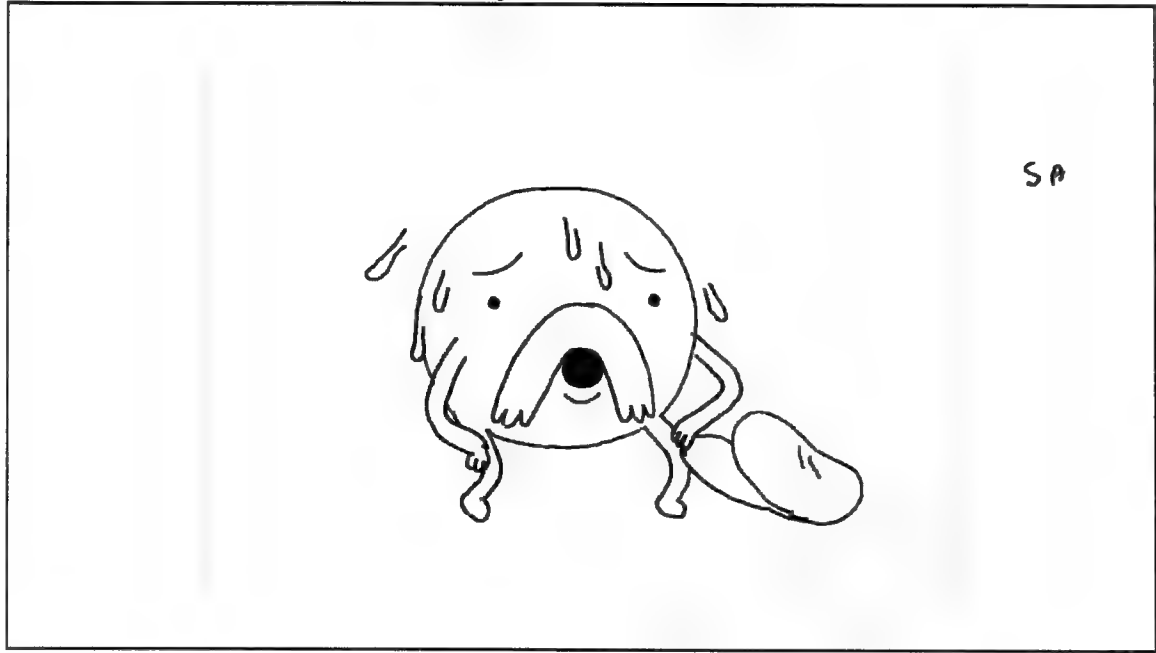


Sc. 136

Pnl. b

Bg.

day night



Sc. 136

Pnl. c

Bg.

day night



Dialog:	: HUFF HUFF :	⑤ EUM.
Action:		
Timing:		

1025-195

EPISODE #

Production :

ADVENTURE TIME

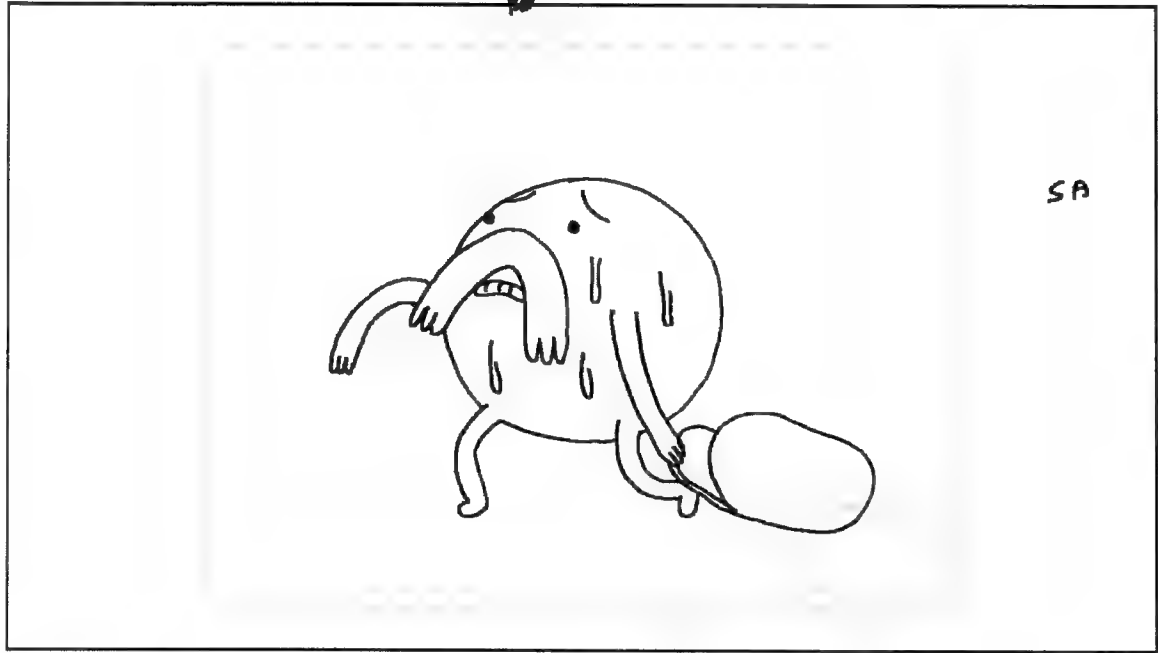


Sc. 136

Pnl. D

Bg.

day night



Sc. 136

Pnl. E

Bg.

day night



Dialog:

⑤ NNN

⑤ WHEEZ! =

Action:

HE'S REAL DESPERATE!

Timing:

1025-195

EPISODE #

Production :

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ADVENTURE TIME



Sc. 136

Pnl. F

Bg.

day night



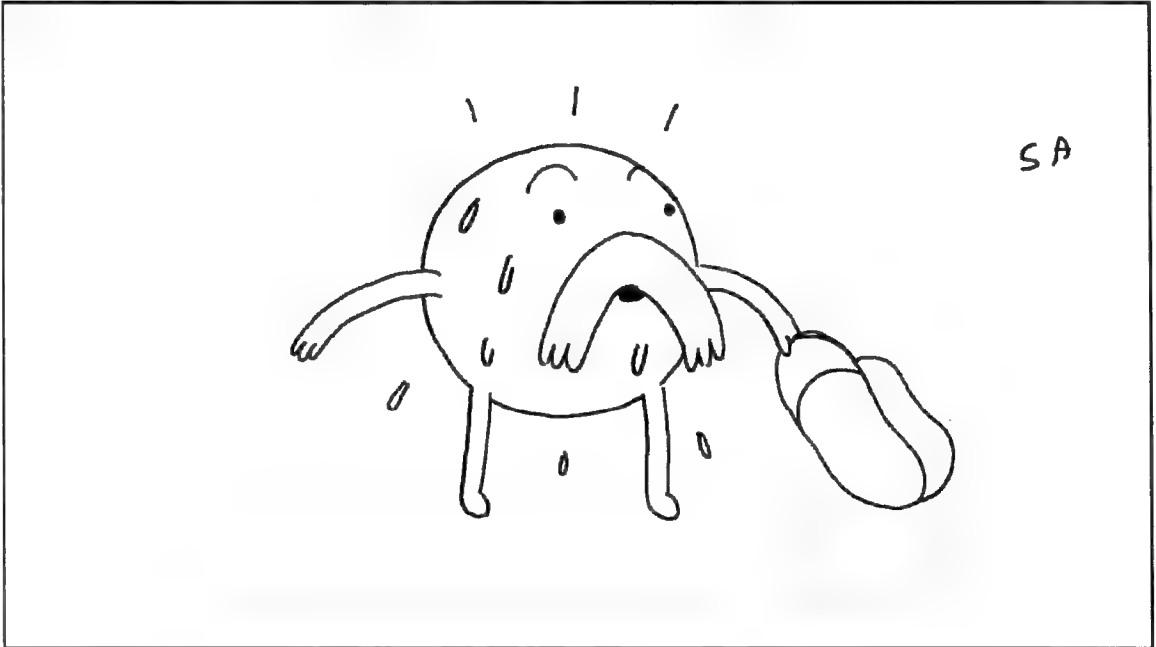
SA

Sc. 136

Pnl. G

Bg.

day night



SA

Dialog:
o : H O . ! :
Action:
Timing:

ADVENTURE TIME



Sc. 137

Pnl. A

Bg.

day night

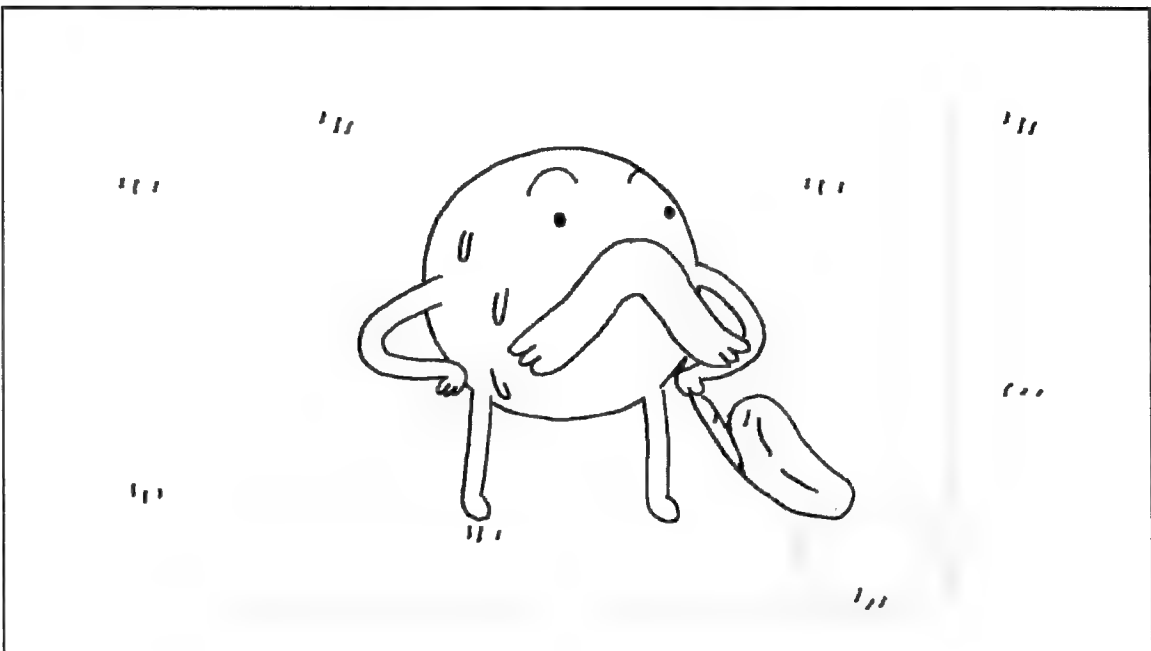


Sc. 138

Pnl. A

Bg.

day night



Dialog:	
(TO HIMSELF)	
⑤ A GRASS LARD.	
Action:	<div><div>+</div><div>Ⓐ</div><div>+</div><div>Ⓑ</div><div>+</div><div>Ⓒ</div><div>+</div><div>Ⓓ</div></div> <div> CRAWLING</div>
Timing:	

ADVENTURE TIME

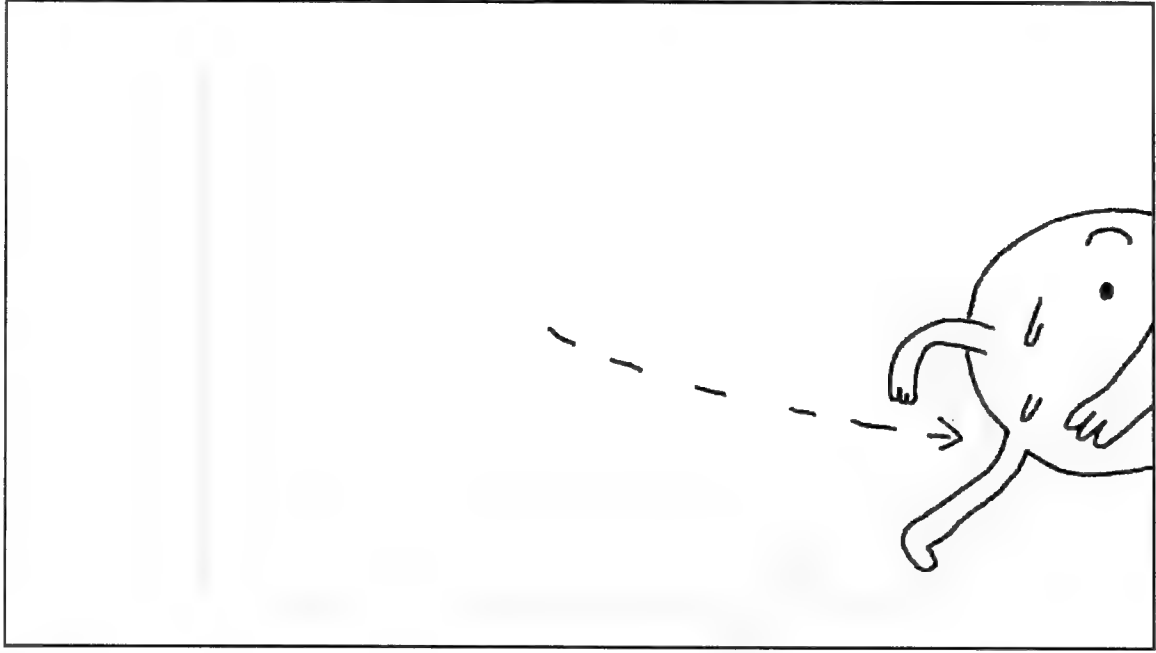


Sc. 138

Pnl. 8

Bg.

day night

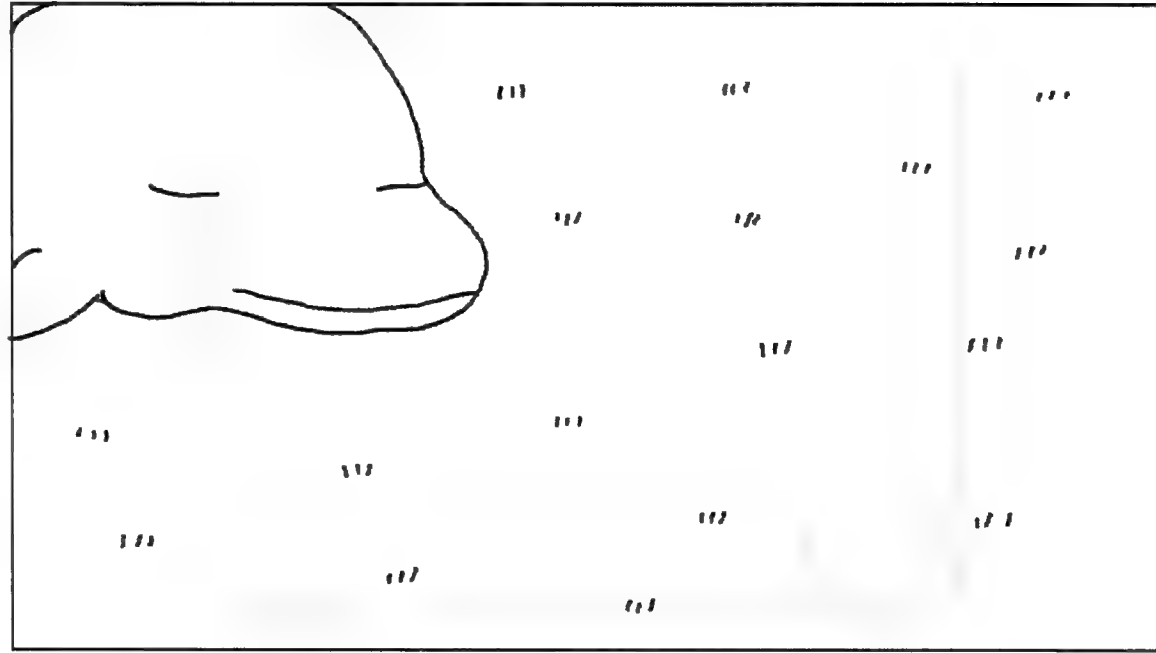


Sc. 139

Pnl. 4

Bg.

day night



Dialog:	
5	" OH LOOK, WILDFLOWERS "
Action:	
	SERENE LOOKING
Timing:	

ADVENTURE TIME

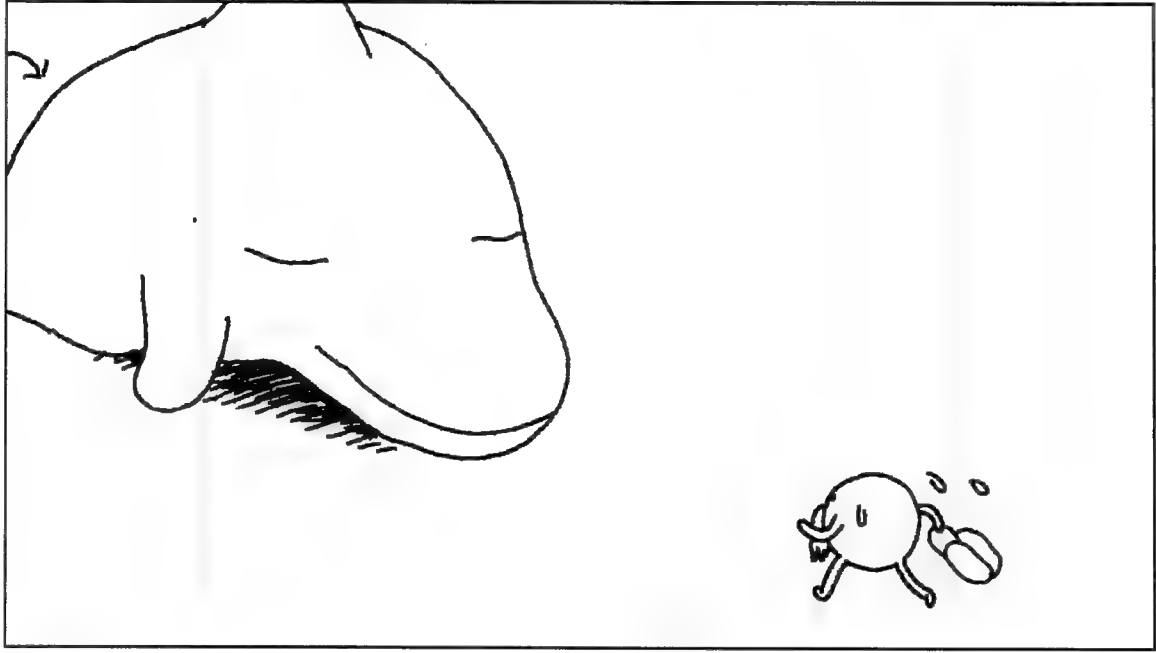


Sc. 139

Pnl. B

Bg.

day night

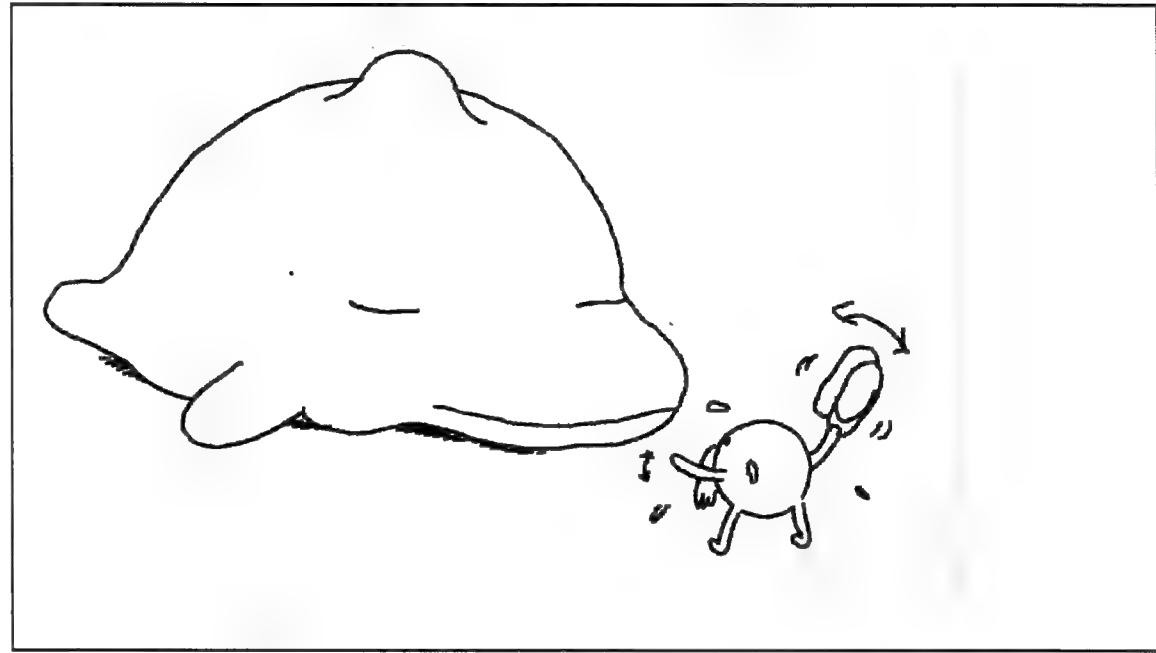


Sc. 139

Pnl. C

Bg.

day night



Dialog:

© PST .

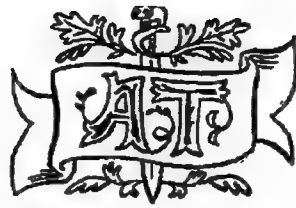
Action:

LARD MOVING IN THE SAME
WAY AS IN PREV. SCENE.

Timing:

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ADVENTURE TIME



Sc. 140 Pnl. A Bg. day night

Sc. 140 Pnl. B Bg. day night

Dialog:

©/ PST HEY

©/ AH W W W W

Action:

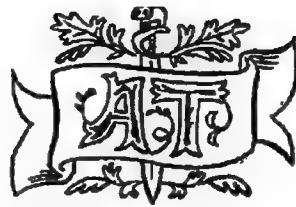
Timing:

1025-195

EPISODE #

Production :

ADVENTURE TIME

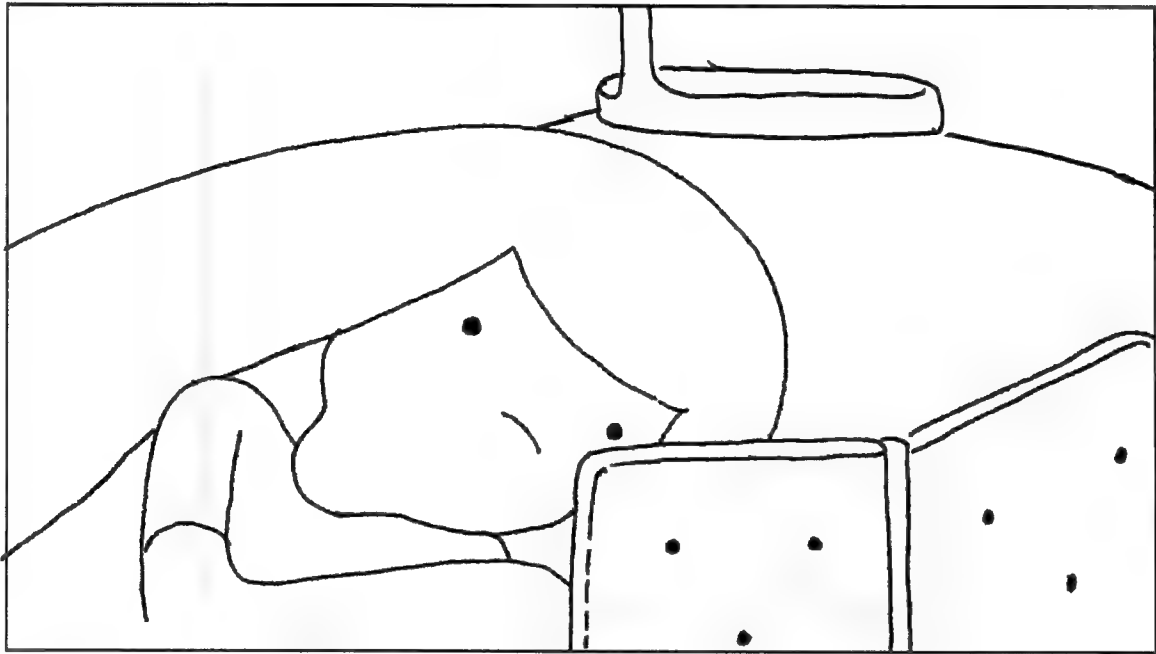


Sc. 141

Pnl. A

Bg.

day night

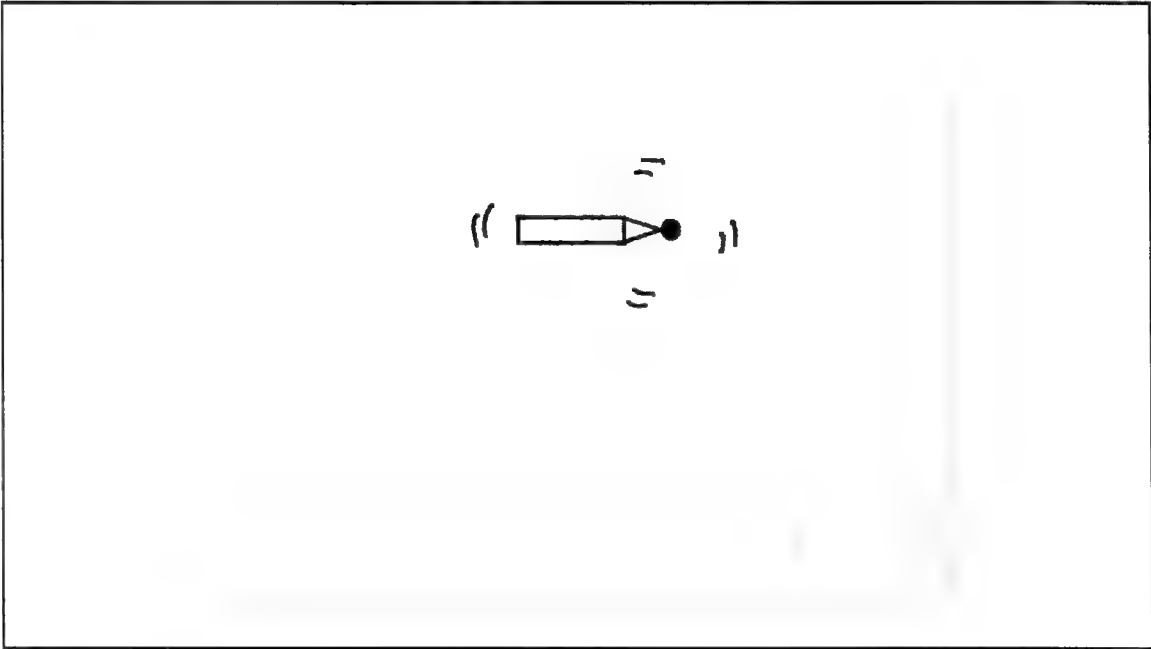


Sc. 142

Pnl. A

Bg.

day night



Dialog:

== MICROPHONE MURMURING ==

Action:

DOT WOBBLING.

Timing:

1025-198

EPISODE #

Production :

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ADVENTURE TIME



Sc. 143 Pnl. A Bg. day night



Sc. 143 Pnl. B Bg. day night



Dialog:

= HEAVY BREATHING =

Action:

- S.P.

TOOTH HAS A YELLOW
LIGHT THROBBING IN IT.

Timing:

1025-105
EPISODE #
Production :

ADVENTURE TIME

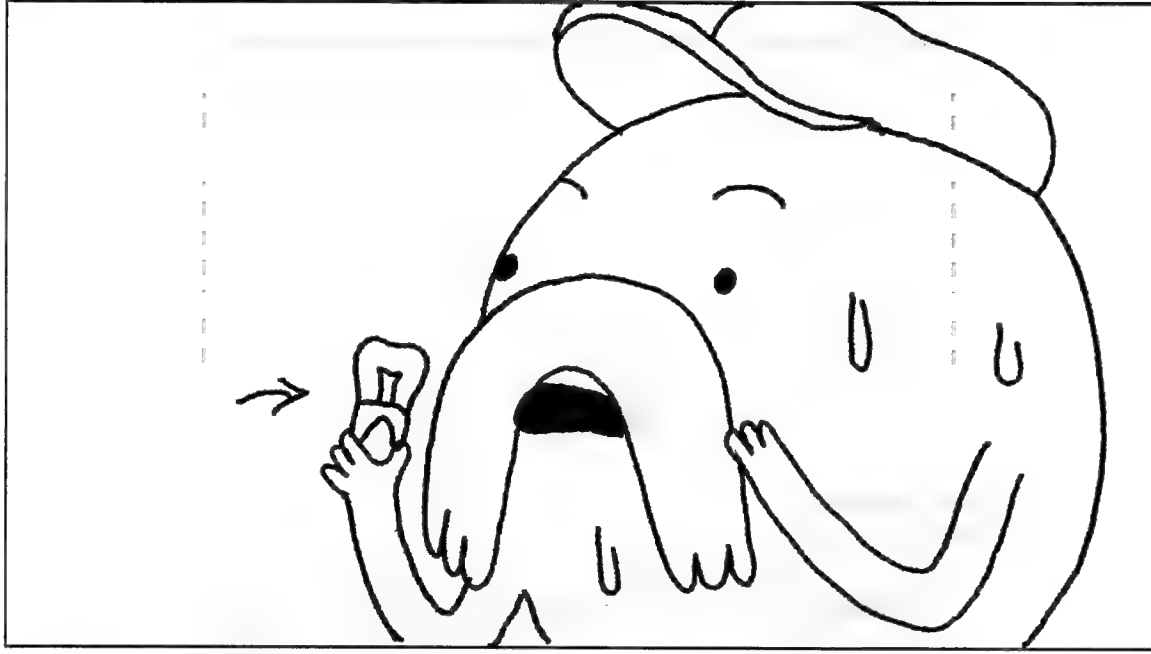


Sc. 143

Pnl. C

Bg.

day night

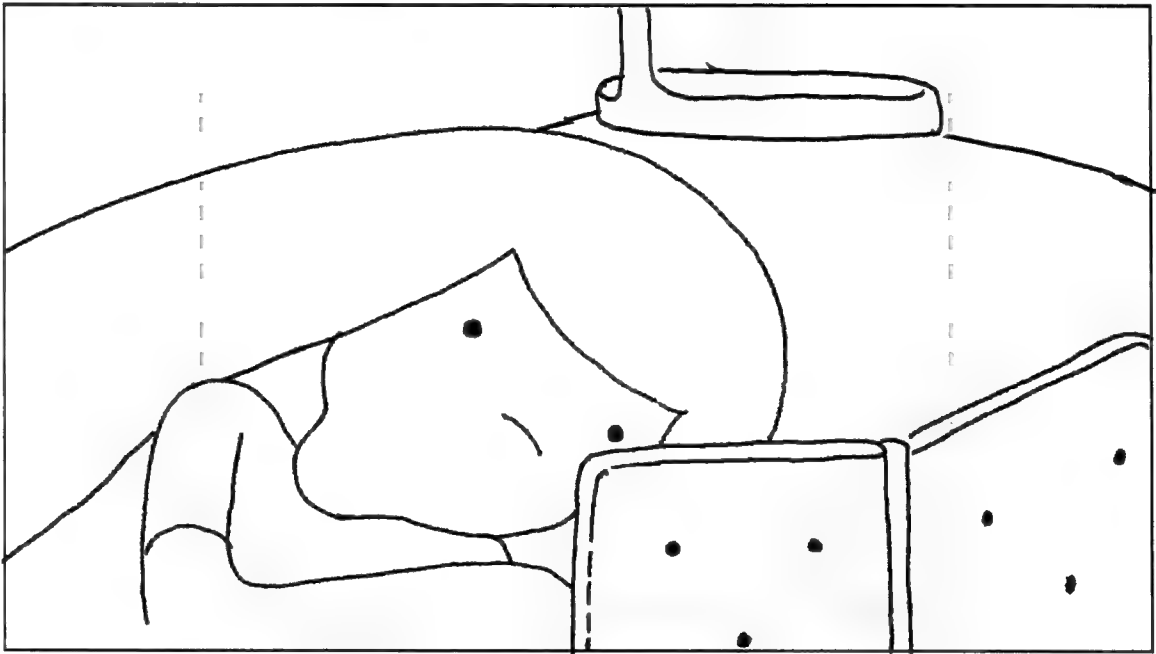


Sc. 144

Pnl. A

Bg.

day night



Dialog:
⑤ "I'M GOING TO PICK THESE FLOWERS, NOW", (ESPECIALLY LOUD ON PB'S END)
Action:
Timing:

ADVENTURE TIME

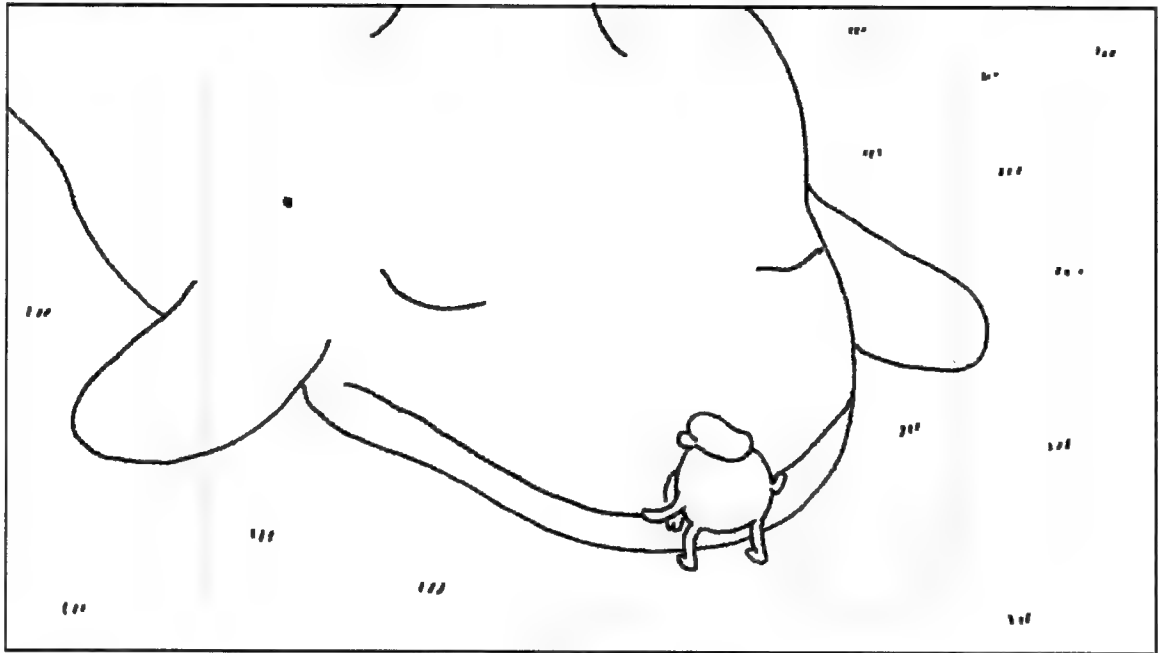


Sc. ~~144~~ 145

Pnl. A

Bg.

day night

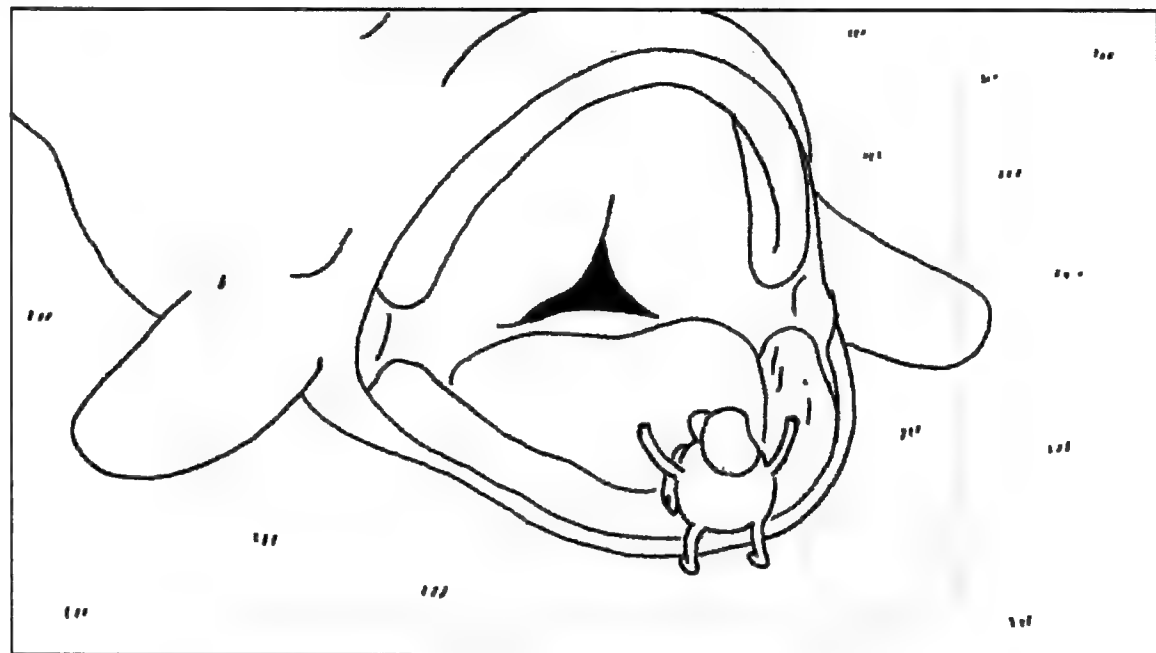


Sc. 145

Pnl. B

Bg.

day night



Dialog:
⑤ JUST GOTTA . . . REGGIE THIS OPEN . . . UHN!
Action:
Timing:

EPISODE # 1025-105
Production :

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ADVENTURE TIME

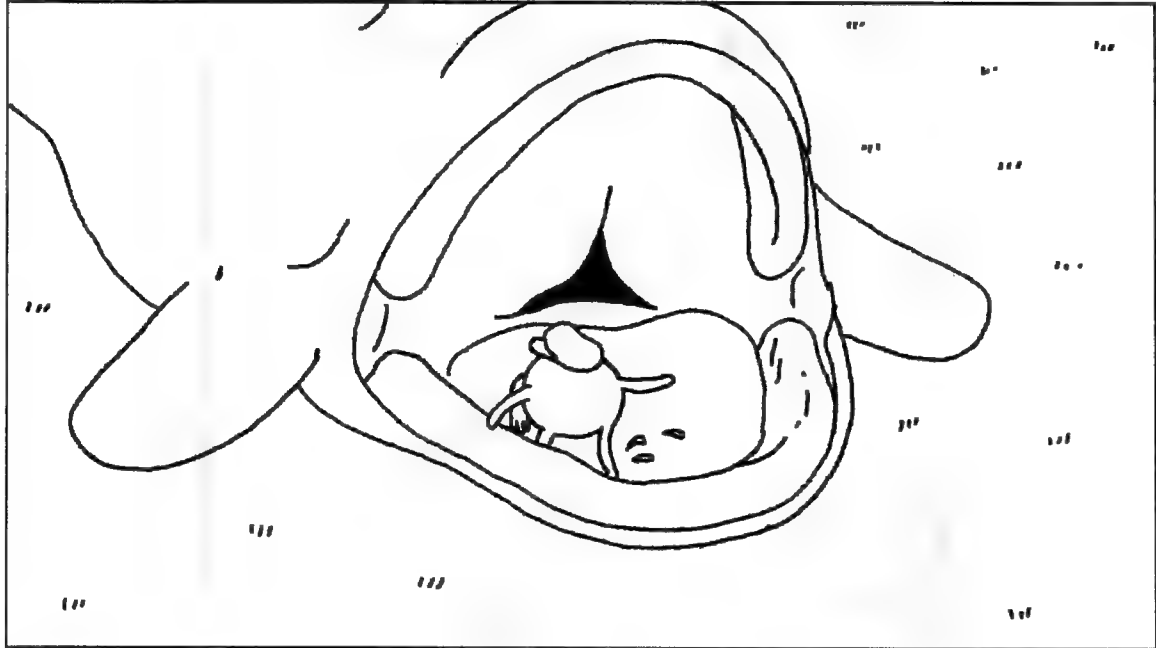


Sc. 149

Pnl. C

Bg.

day night

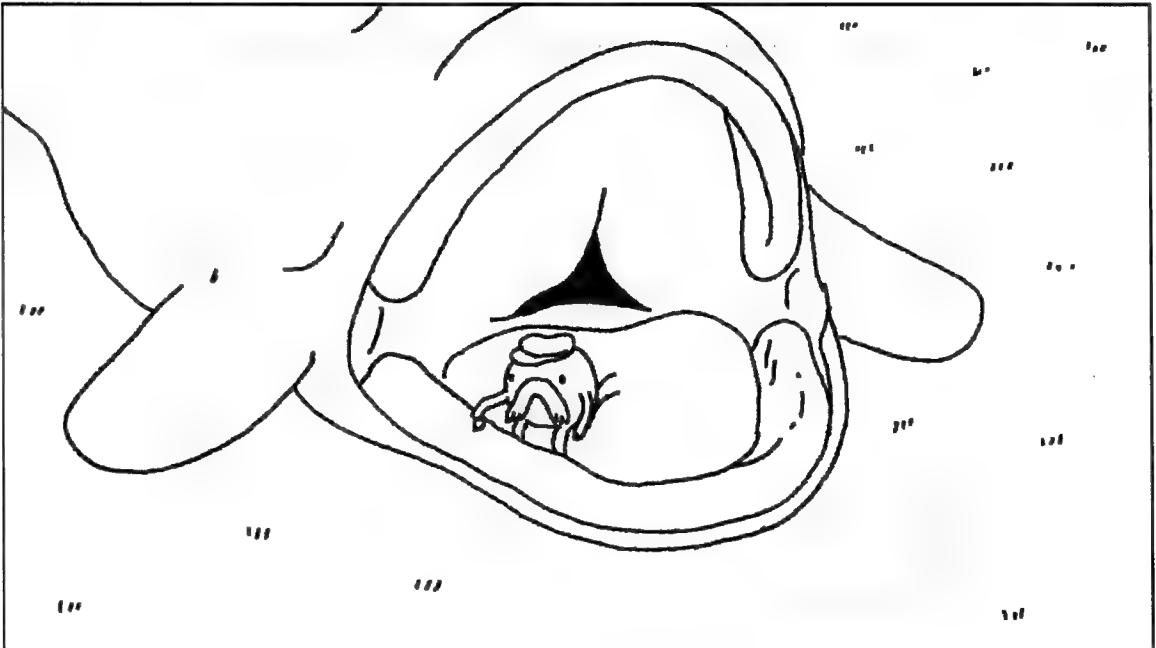


Sc. 149

Pnl. D

Bg.

day night



Dialog:	
Q EHH! EHH! EHH! SFX SQUISH! SQUISH! SQUISH!	S ... EHH. (S.T.S)
Action:	
Timing:	

EPISODE # 1025-149

Production :

ADVENTURE TIME



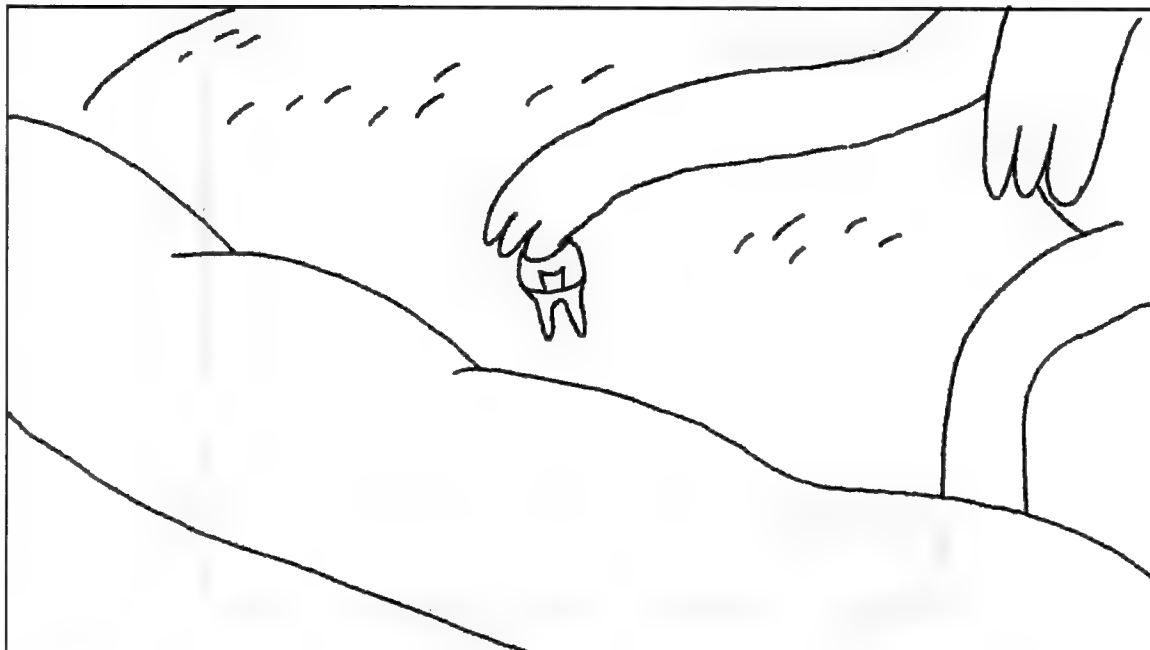
Page 203

Sc. 146

Pnl. 7

Bg.

day night

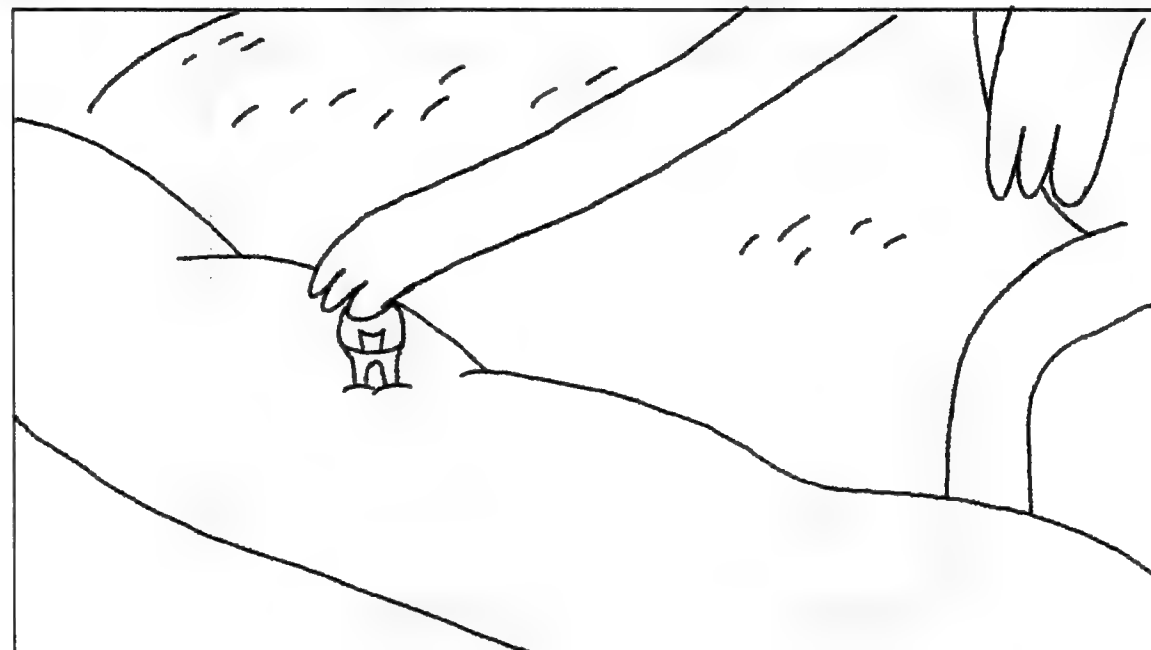


Sc. 146

Pnl. 8

Bg.

day night



Dialog:

Action:

Timing:

1025-1d5

EPISODE #

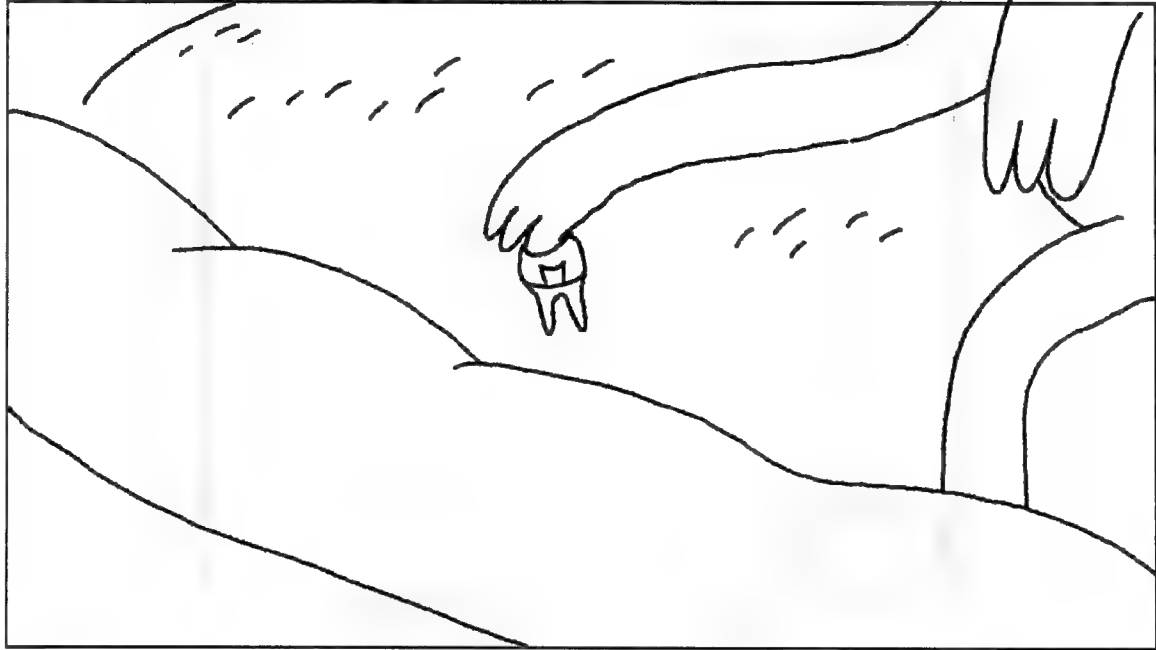
Production :

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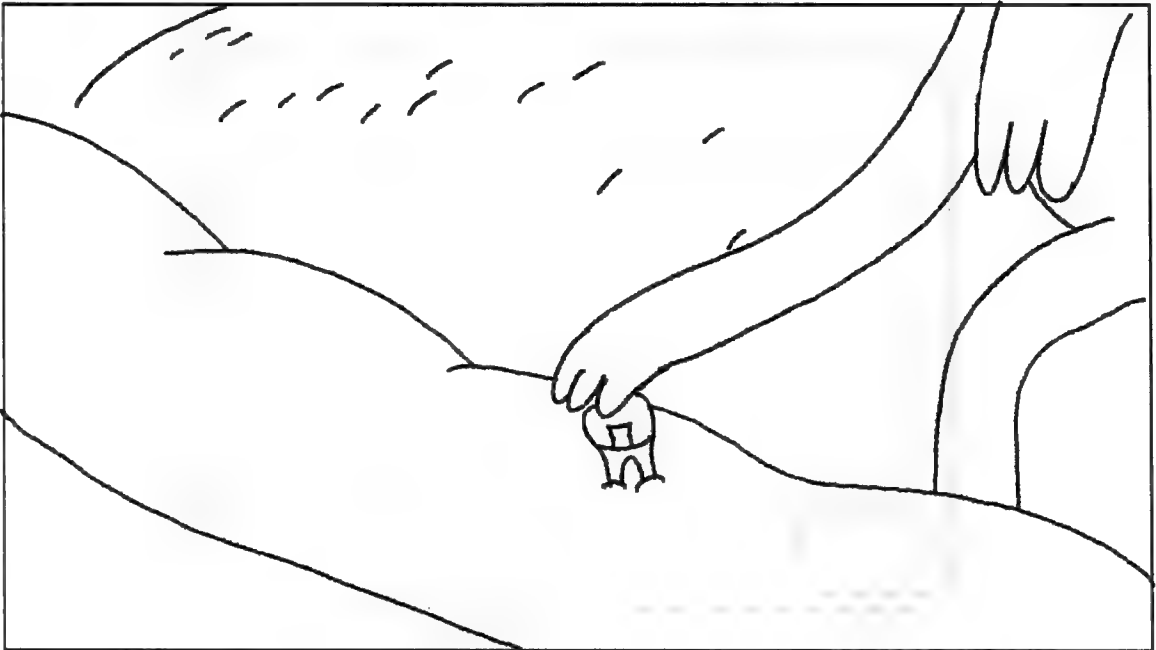
ADVENTURE TIME



Sc. 146 Pnl. C Bg. day night



Sc. 146 Pnl. D Bg. day night



Dialog:
Action:
Timing:

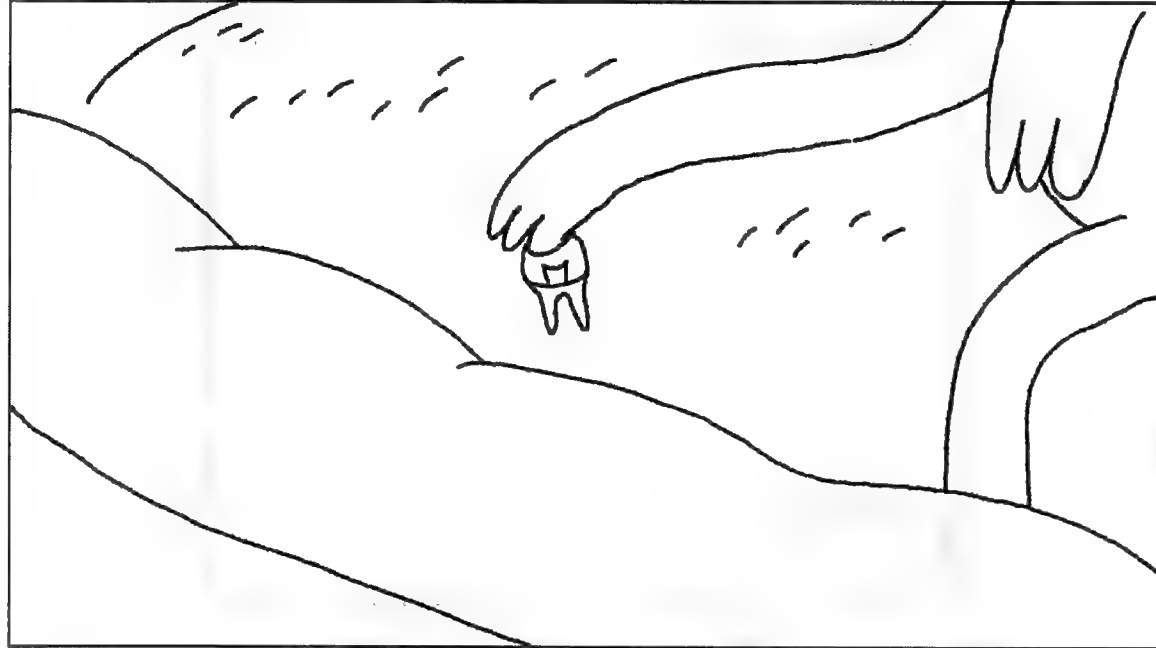
Production : EPISODE # 1025-195

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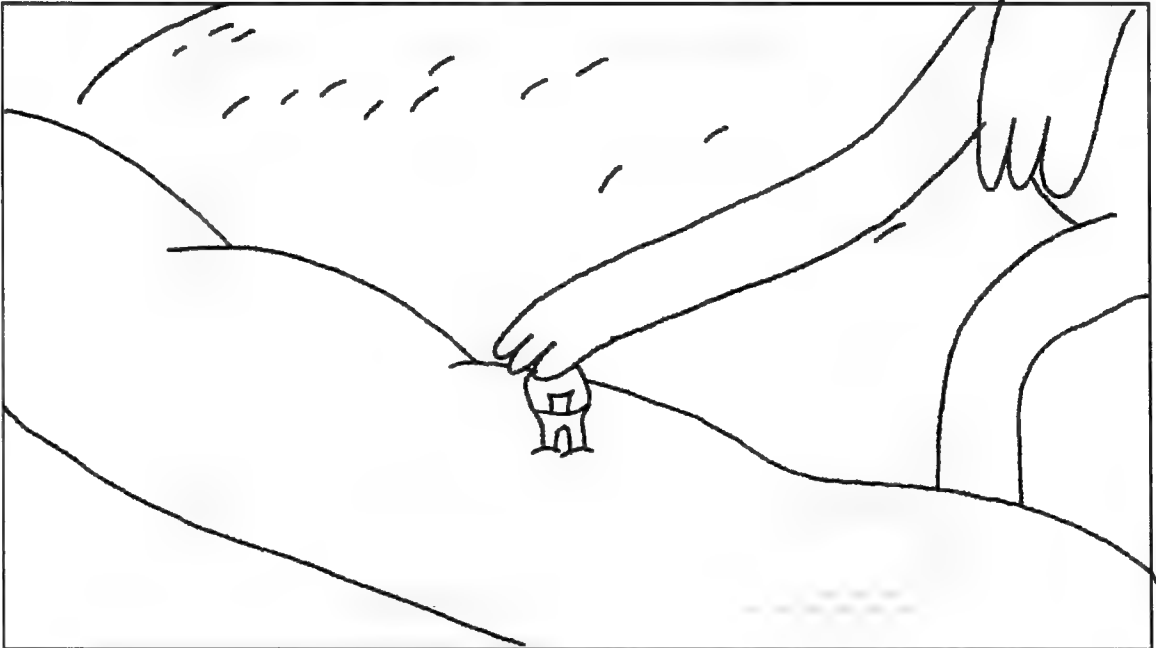
ADVENTURE TIME



Sc. 146 Pnl. E Bg. day night



Sc. 146 Pnl. F Bg. day night



Dialog:
Action:
Timing:

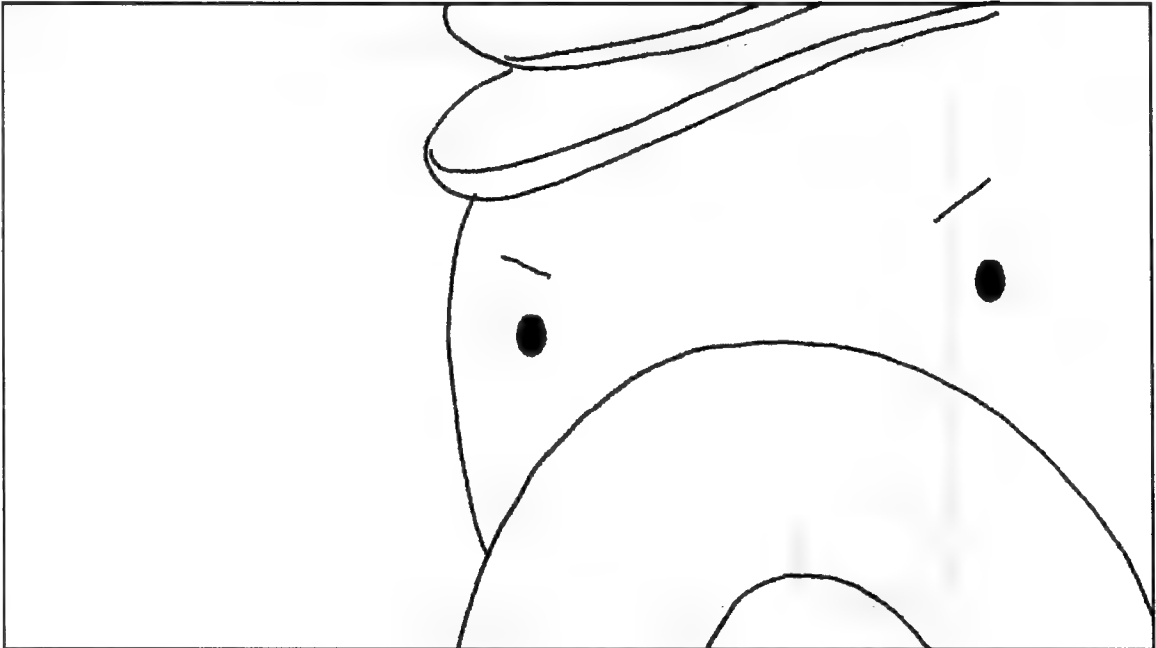
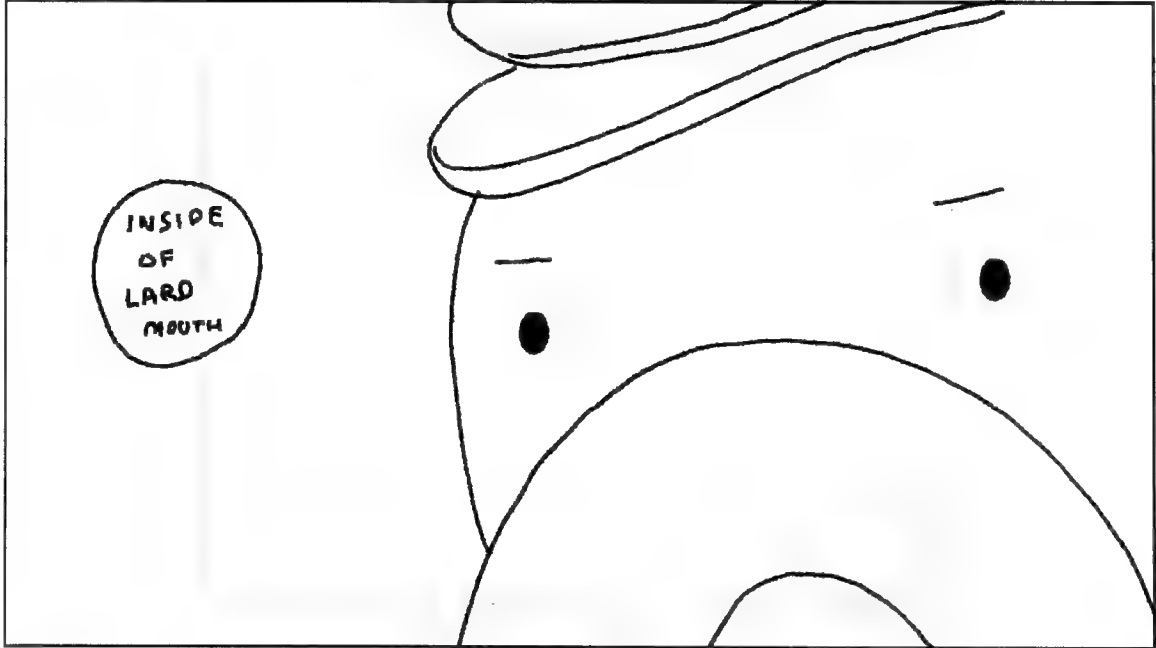
Production : 1025-195

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ADVENTURE TIME



Sc. 147 Pnl. A Bg. day night Sc. 147 Pnl. B Bg. day night



Dialog:
⑤ NO HOLES.
Action:
Timing:

1025-195
EPISODE #
Production :

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ADVENTURE TIME

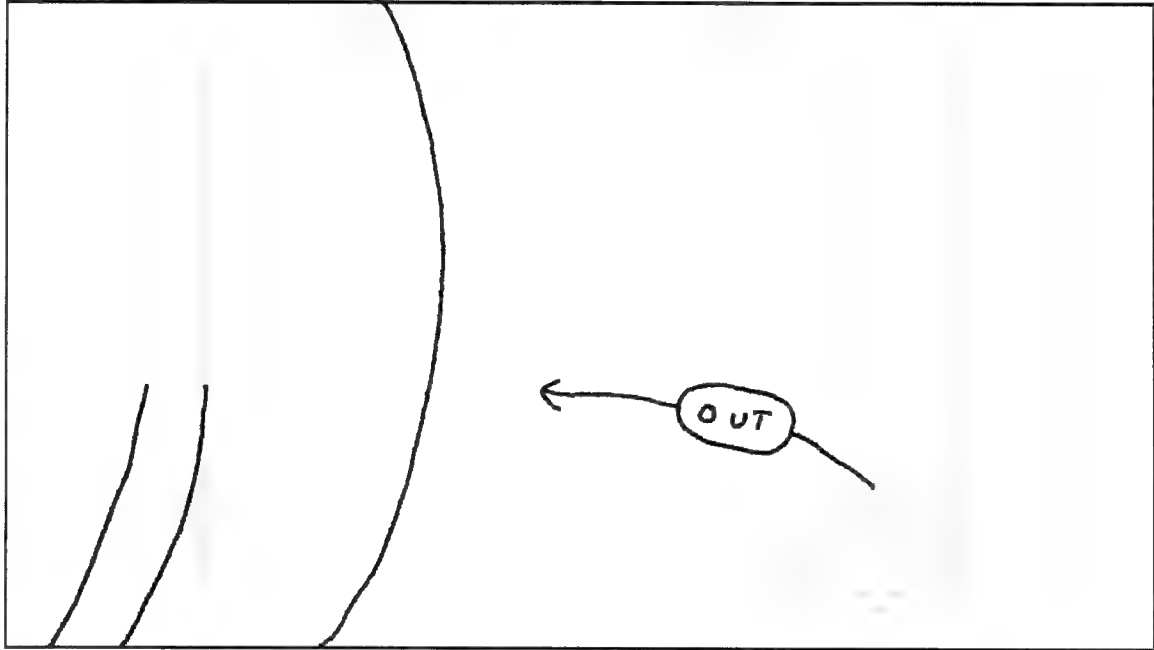


Sc. 147

Pnl. C

Bg.

day night

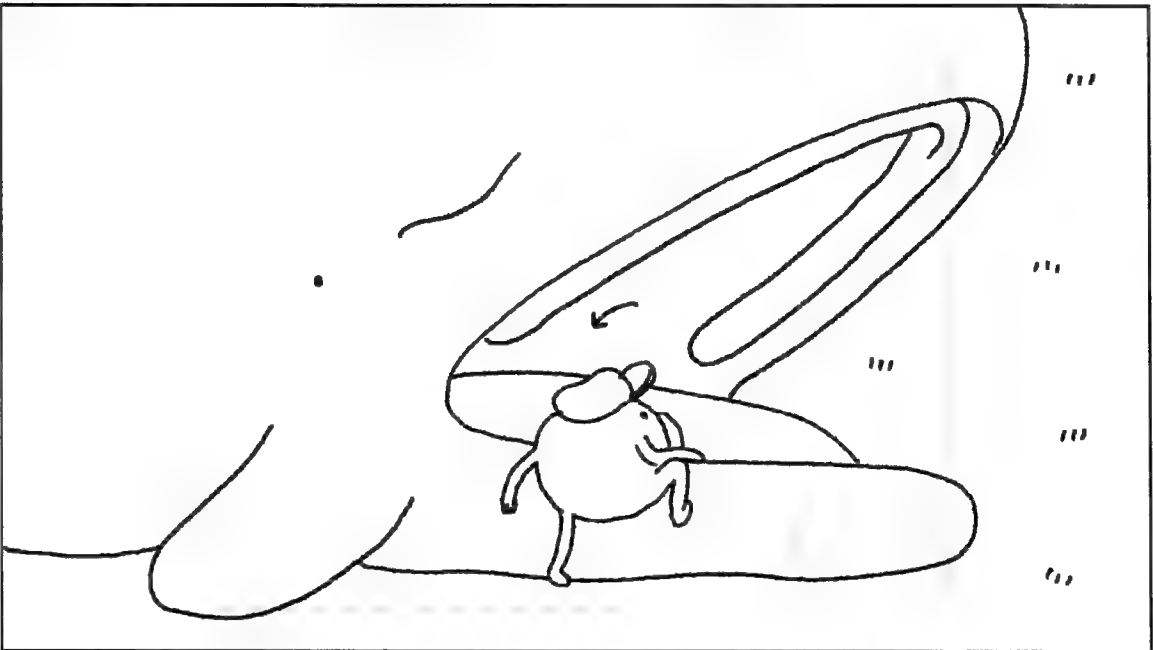


Sc. 148

Pnl. A

Bg.

day night



Dialog:
Action:
Timing:

1025-195

EPISODE #

Production :

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ADVENTURE TIME

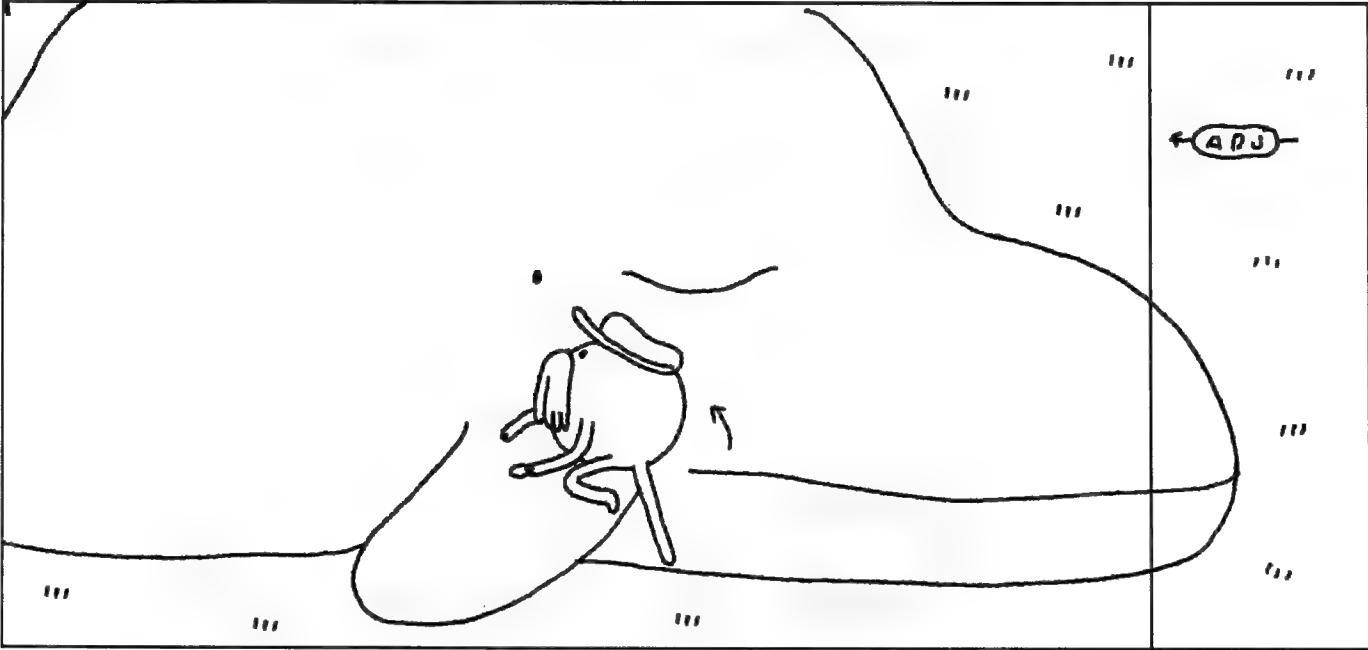


Sc. 148

Pnl. 6

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE #

1025-195

ADVENTURE TIME



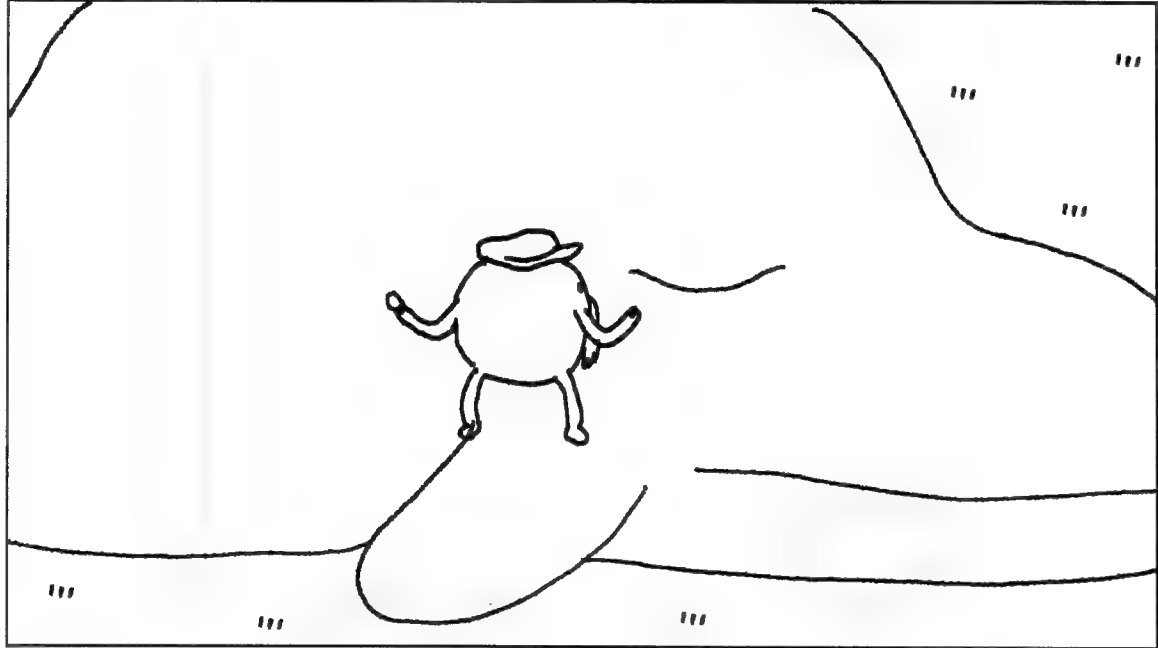
Page 209

Sc. 148

Pnl. C

Bg.

day night

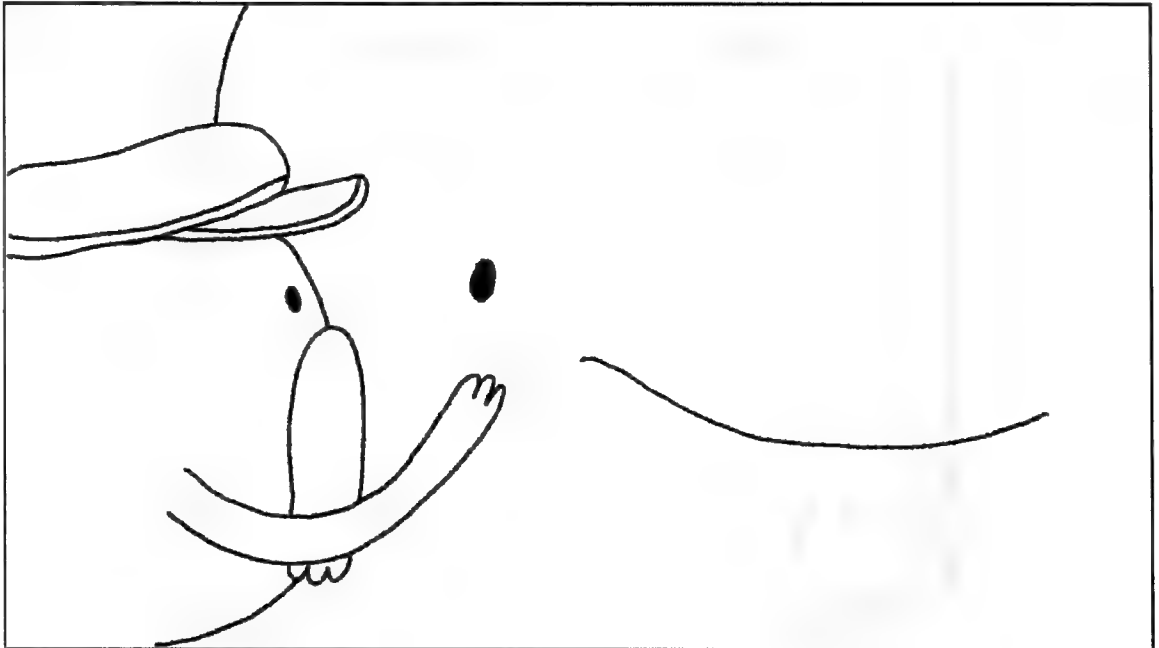


Sc. 149

Pnl. A

Bg.

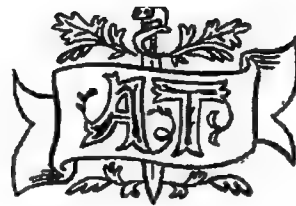
day night



Dialog:
⑤ ... YEAH ...
⑤ (TO HIMSELF) IN THE EAR .
Action:
Timing:

EPISODE # 1025-195
Production :

ADVENTURE TIME

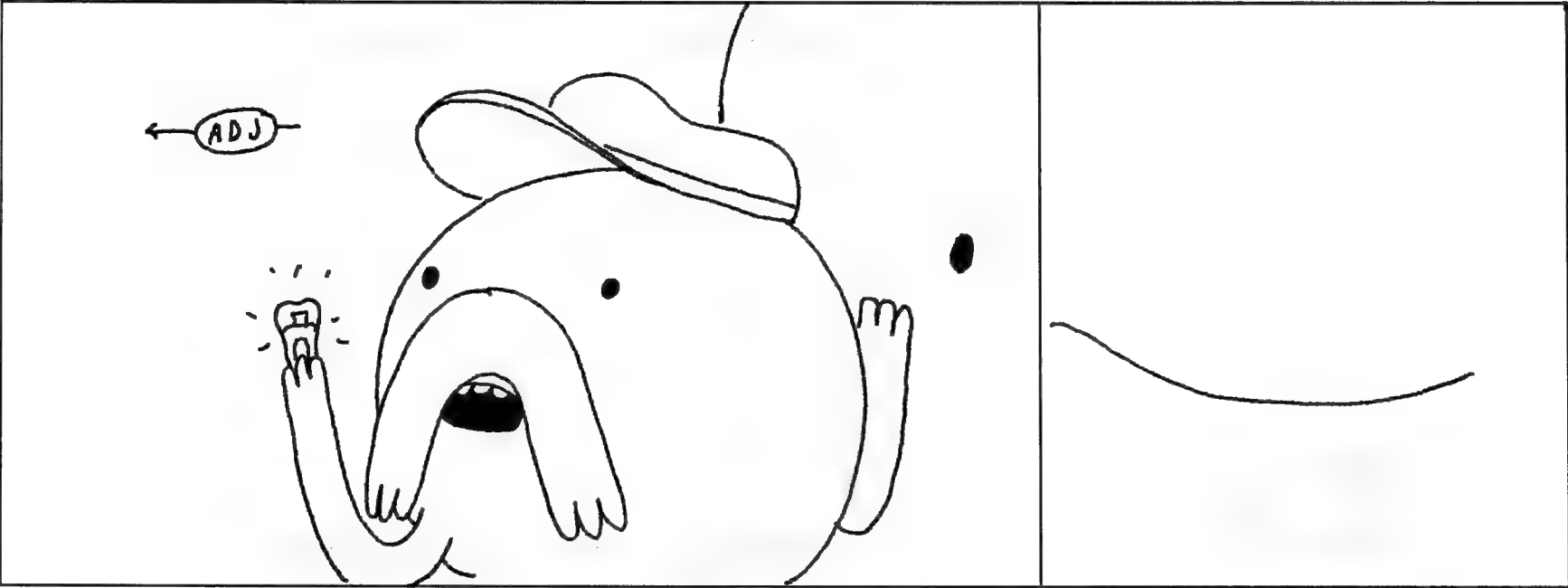


Sc. 149

Pnl. 3

Bg.

day night



Dialog:

(S) OOPS. I MEAN (LOUD & TO P.B.) "IN THE REAR THAT'S
WHAT ALL THIS WALKING IS GOOD FOR. IT GIVES
ME SELF ESTEEM TO HAVE A NICE REAR."

Action:

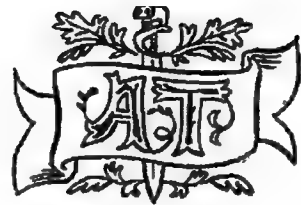
Timing:

EPISODE # 1025-195

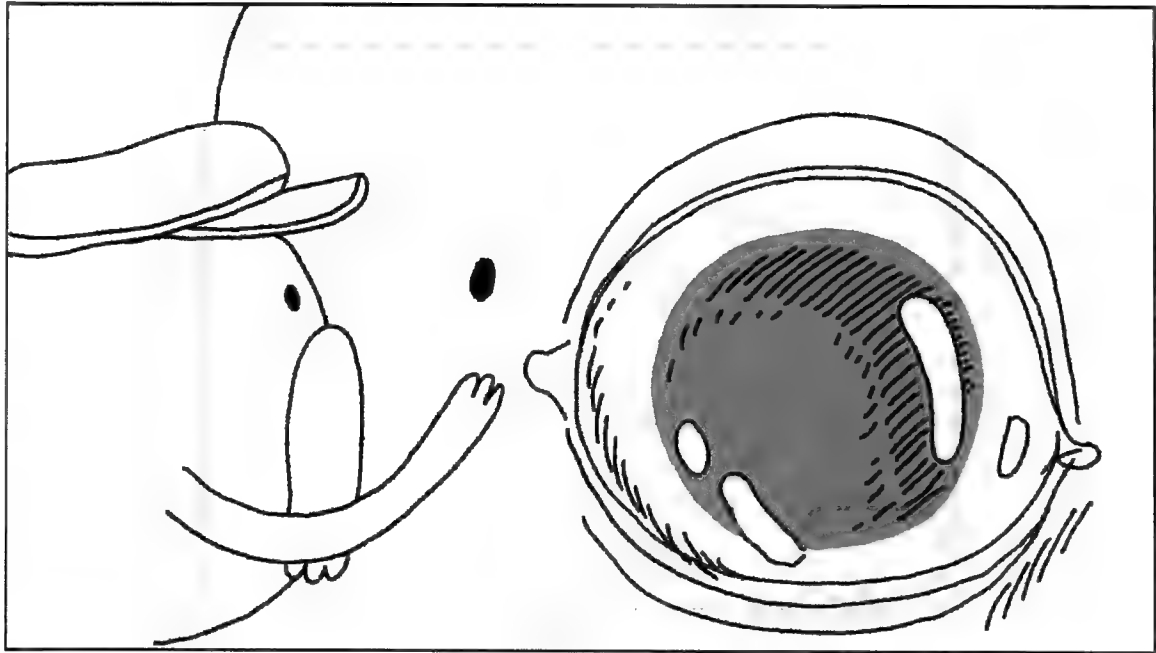
Production :

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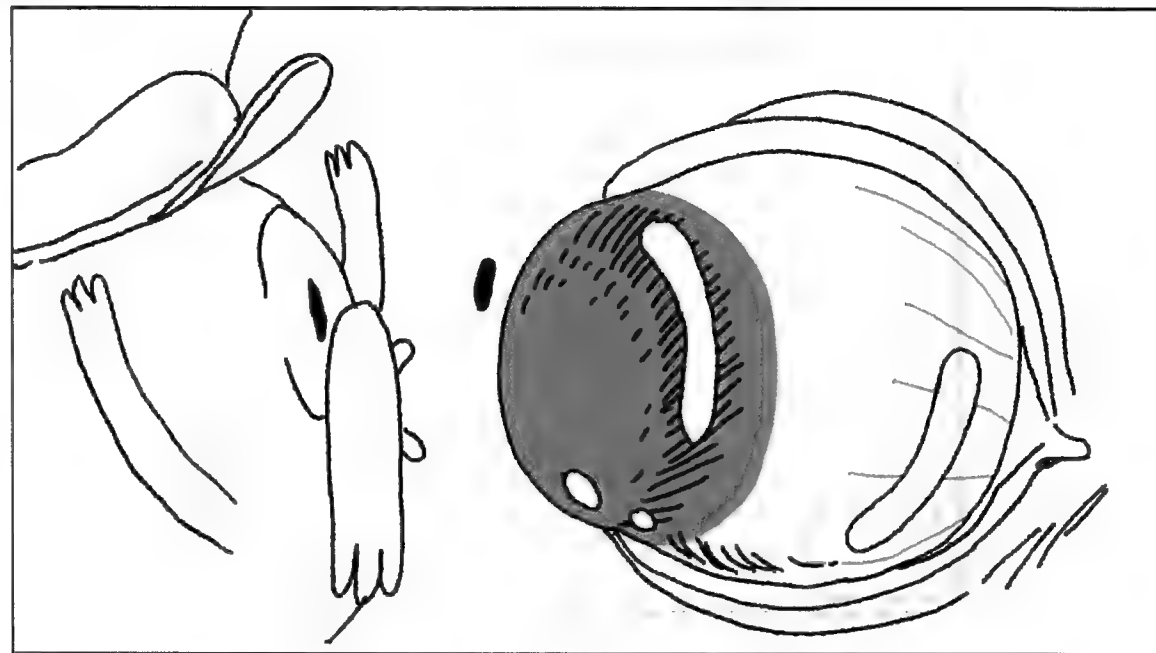
ADVENTURE TIME



Sc. 149 Pnl. C Bg. day night



Sc. 149 Pnl. D Bg. day night



Dialog: WAUGH!!

Action: LIKE A WHALE'S EYE,

Timing:

EPISODE # 1025-195 Production :

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ADVENTURE TIME



150

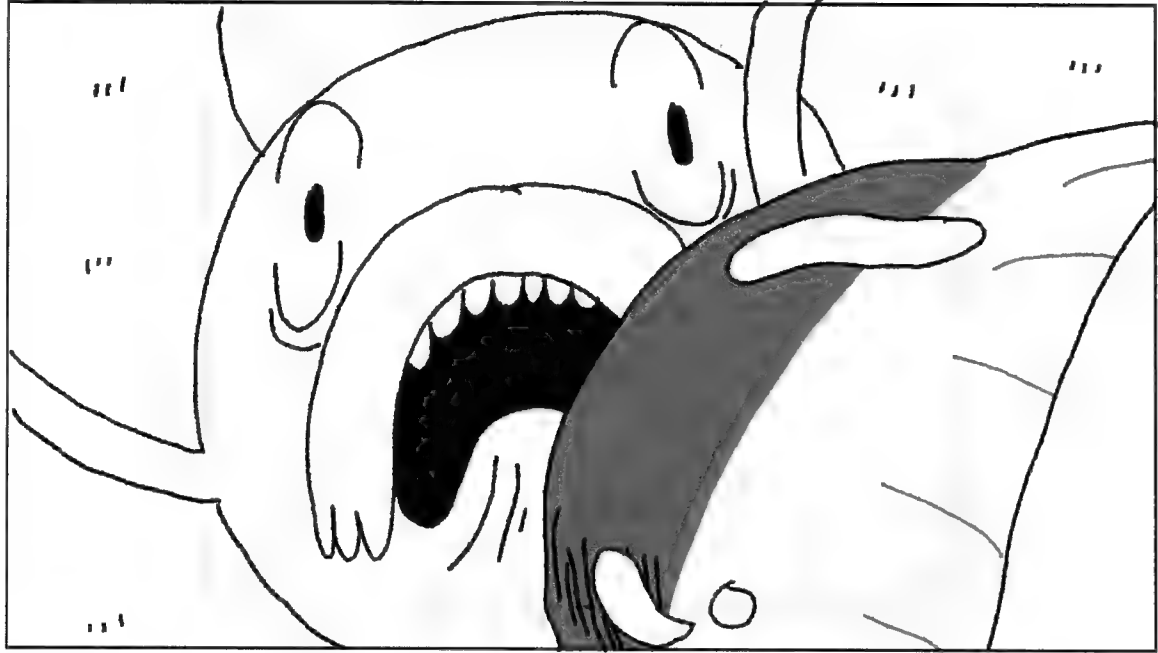
Page 212

Sc. 150

Pnl. A

Bg.

day night



Sc. ~~150~~

Pnl. B

Bg.

day night



Dialog:	③ A A A A A ! ! !
Action:	
Timing:	

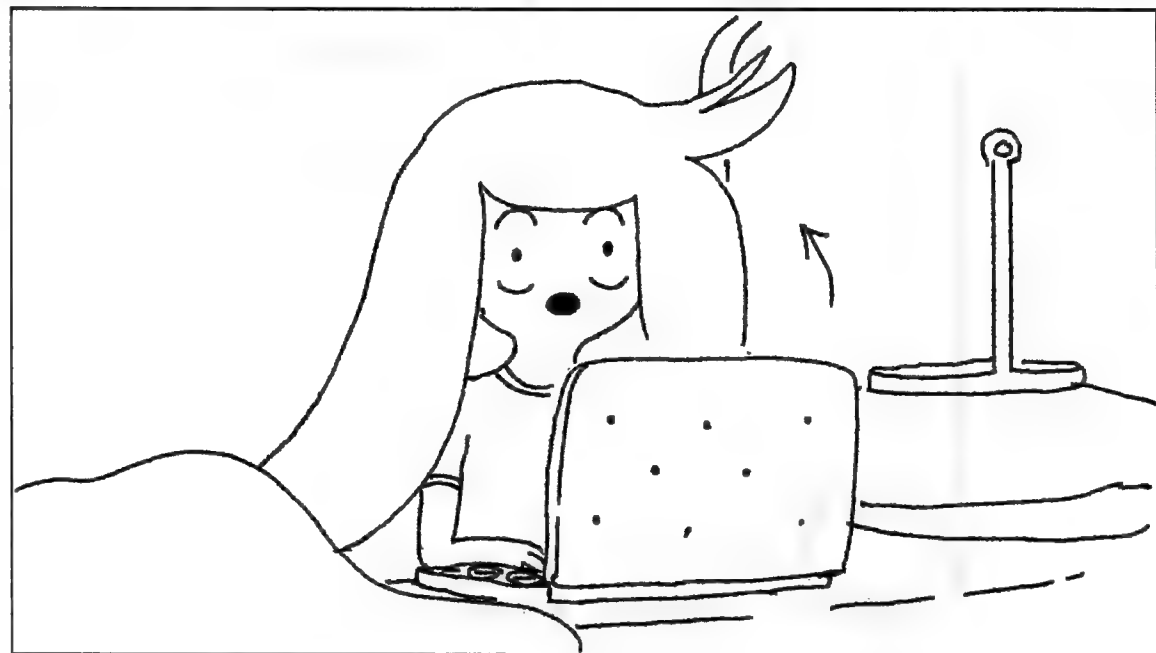
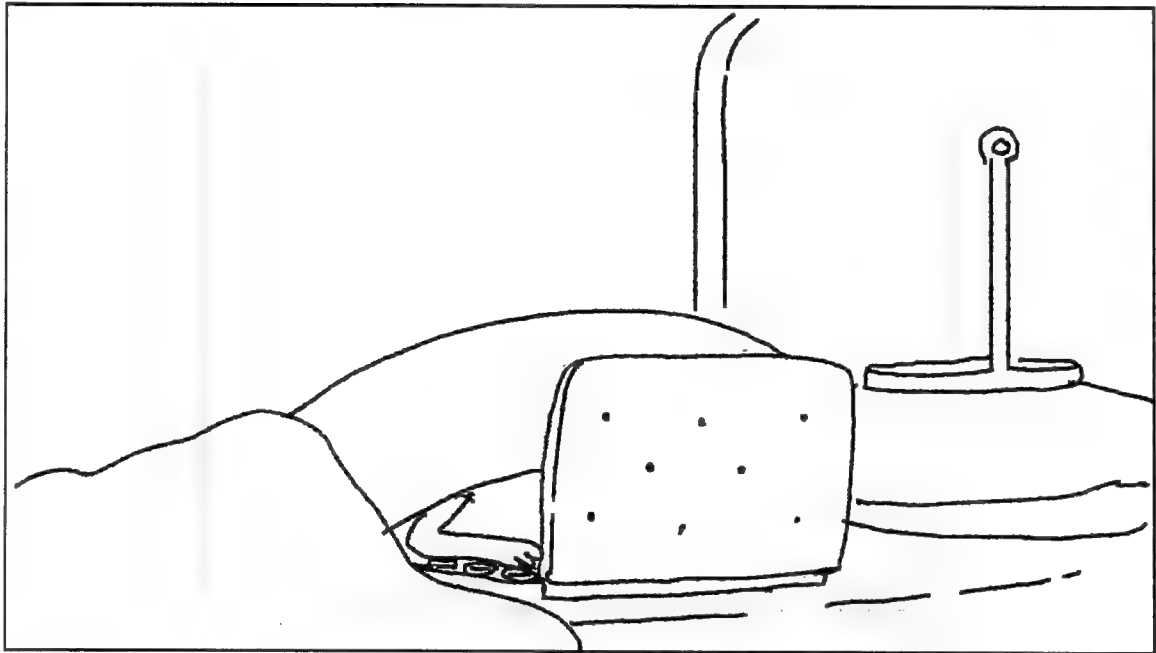
EPISODE # 1025-195
Production :

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ADVENTURE TIME



Sc. 151 Pnl. A Bg. day night Sc. 151 Pnl. B Bg. day night



Dialog:

Q WAUGH! AAA! AAA! AAA!
Q WO OOOH! WA OOO OOH!!!

Action:

LAPTOP POSITION IS DIFFERENT
THAN BEFORE FOR SIMPLICITY. IS
THAT COOL?

Timing:

EPISODE # 1025-195
Production :

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ADVENTURE TIME



Sc. 152

Pnl. A

Bg.

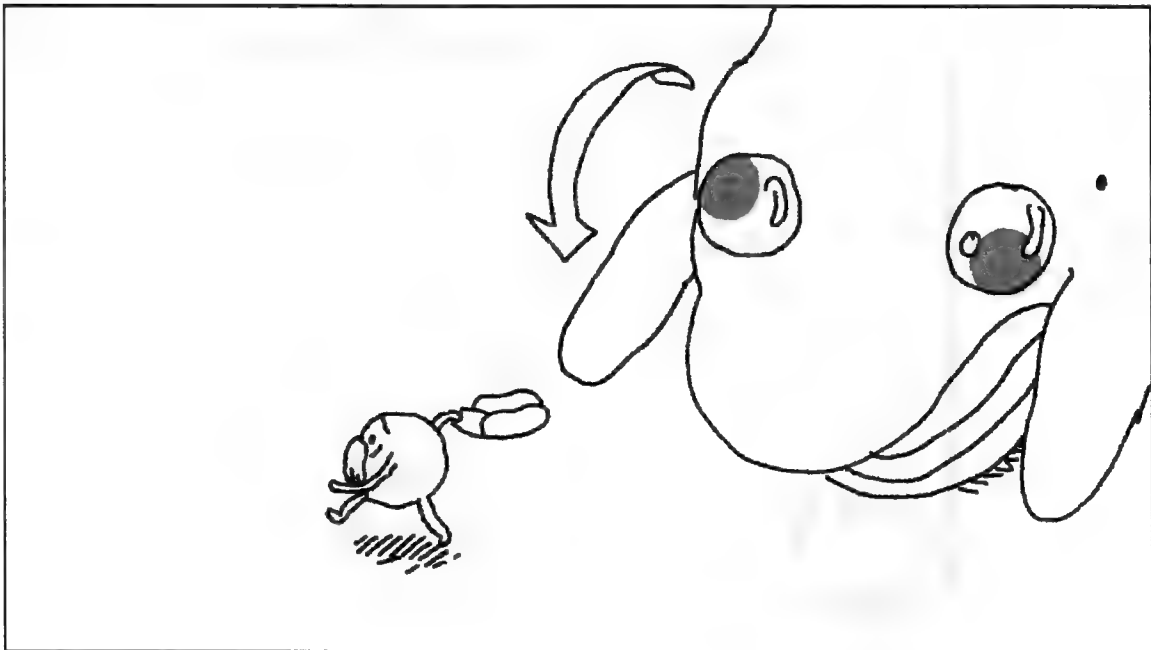
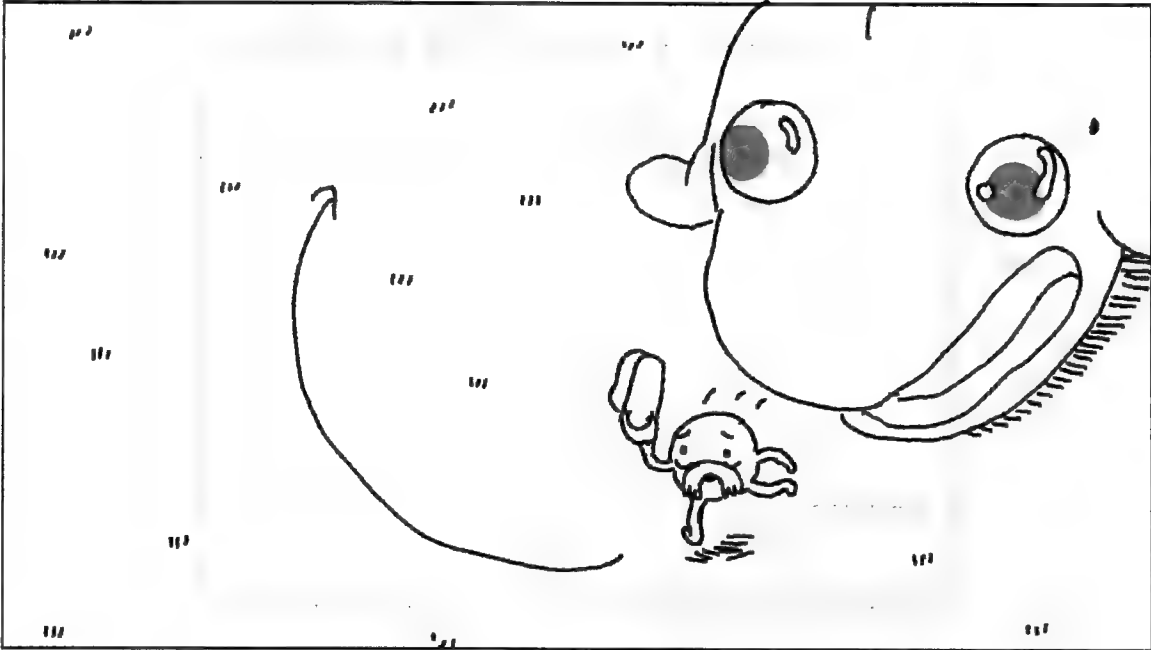
day night

Sc. 152

Pnl. B

Bg.

day night



Dialog:	(S) AAA! AAA! Q W G O O AAH!
Action:	WEIRD BEDLAM
Timing:	

EPISODE # 1025-195
Production :

ADVENTURE TIME



Sc. 152

Pnl. C

Bg.

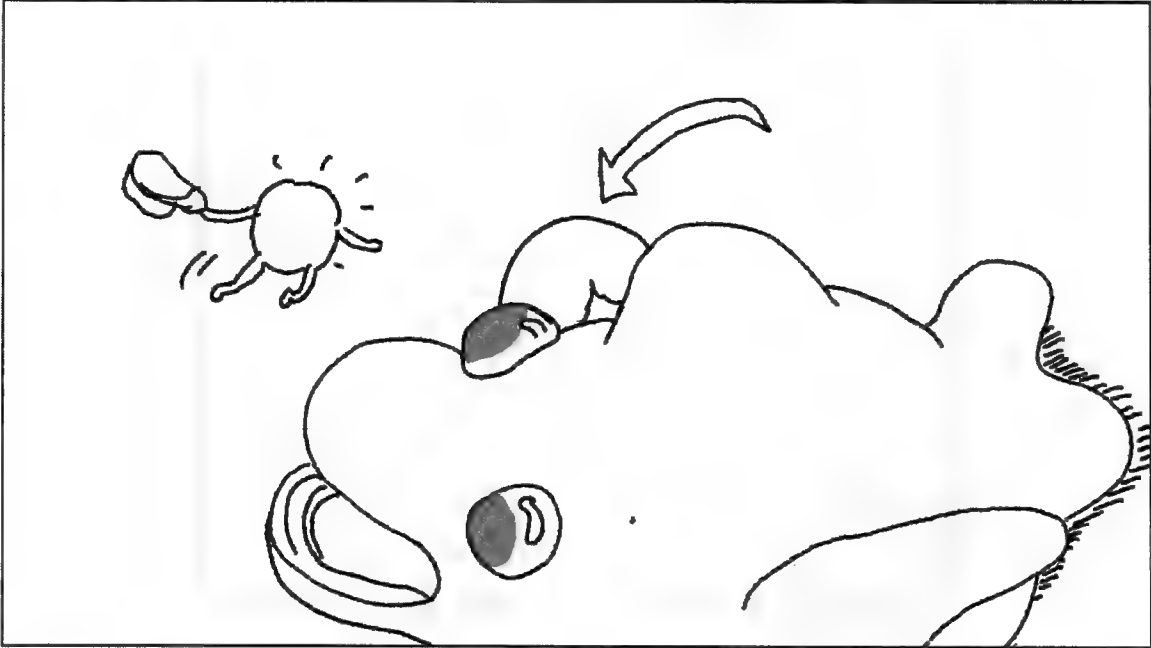
day night

Sc. 152

Pnl. D

Bg.

day night



Dialog:
⑤ A AUG! AAA! MERCY FROM THE WET EYES !!
⑥ WOO O A A A O O O O O O O W O O O A.

Action:
TRIPS. GETS UP.

Timing:

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ADVENTURE TIME



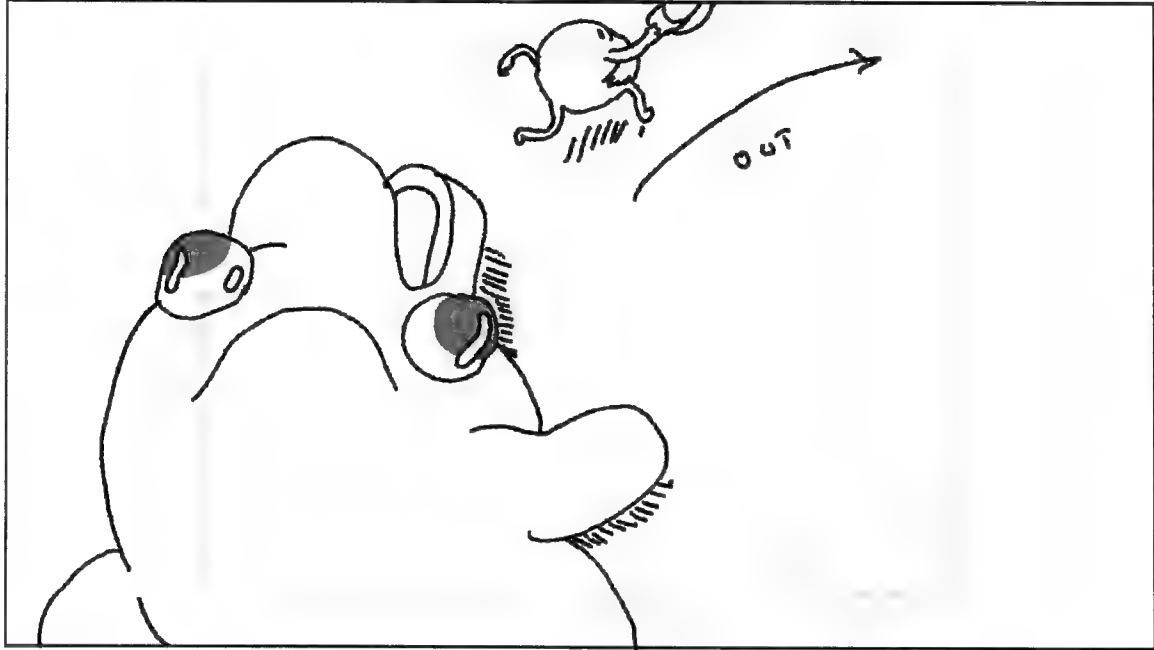
Page 216

Sc. 152

Pnl. E

Bg.

day night

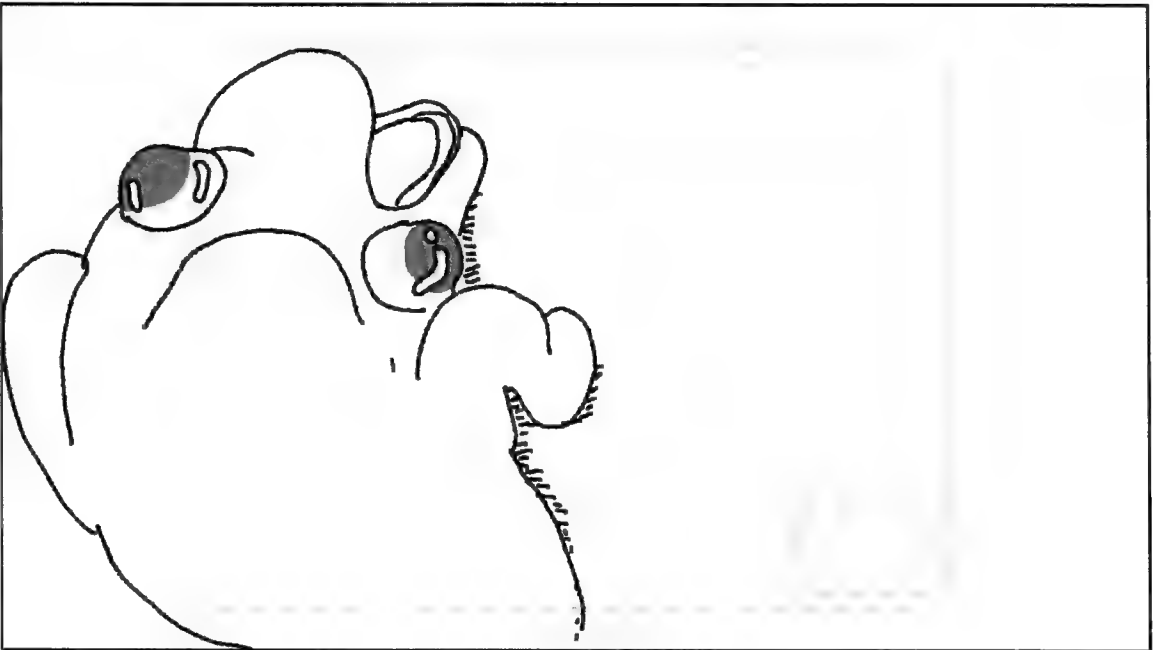


Sc. 152

Pnl. F

Bg.

day night



Dialog:

(ETC.)

Action:

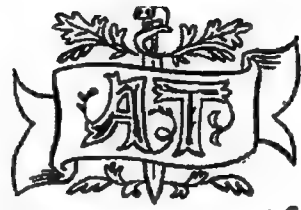
Timing:

EPISODE # 1025-195

Production :

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ADVENTURE TIME



Page 217

Sc. 192

Pnl. 6

Bg.

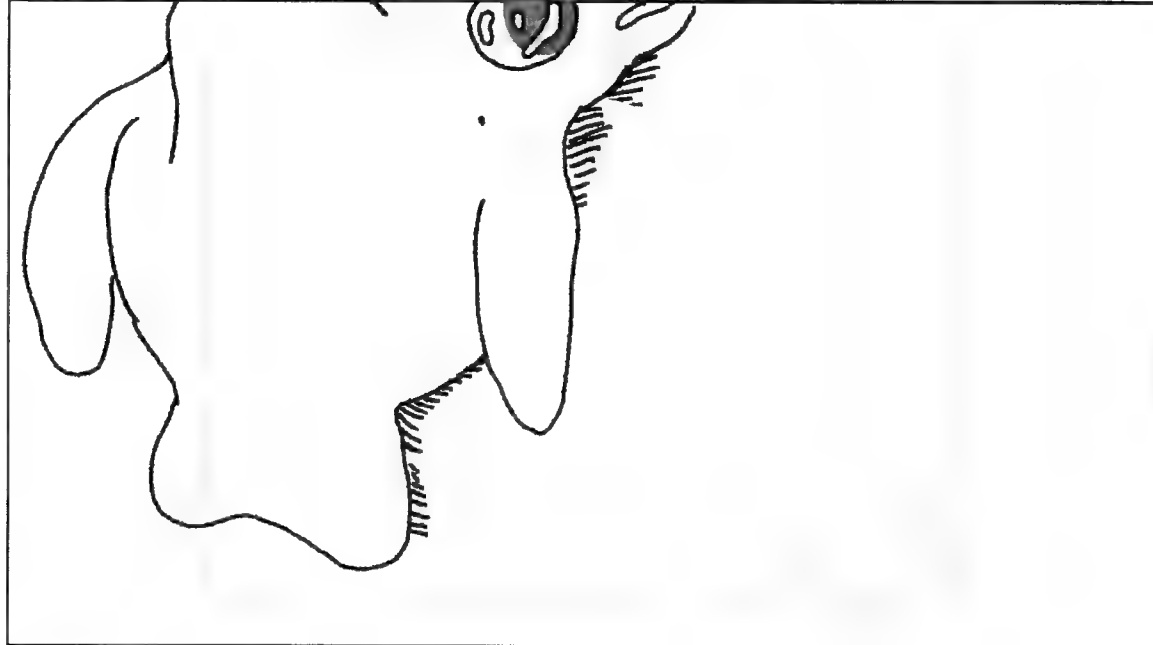
day night

Sc. 192

Pnl. 11

Bg.

day night



Dialog:
(ETC.)
Action:
Timing:

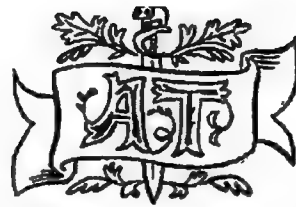
1025-195

EPISODE #

Production :

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ADVENTURE TIME

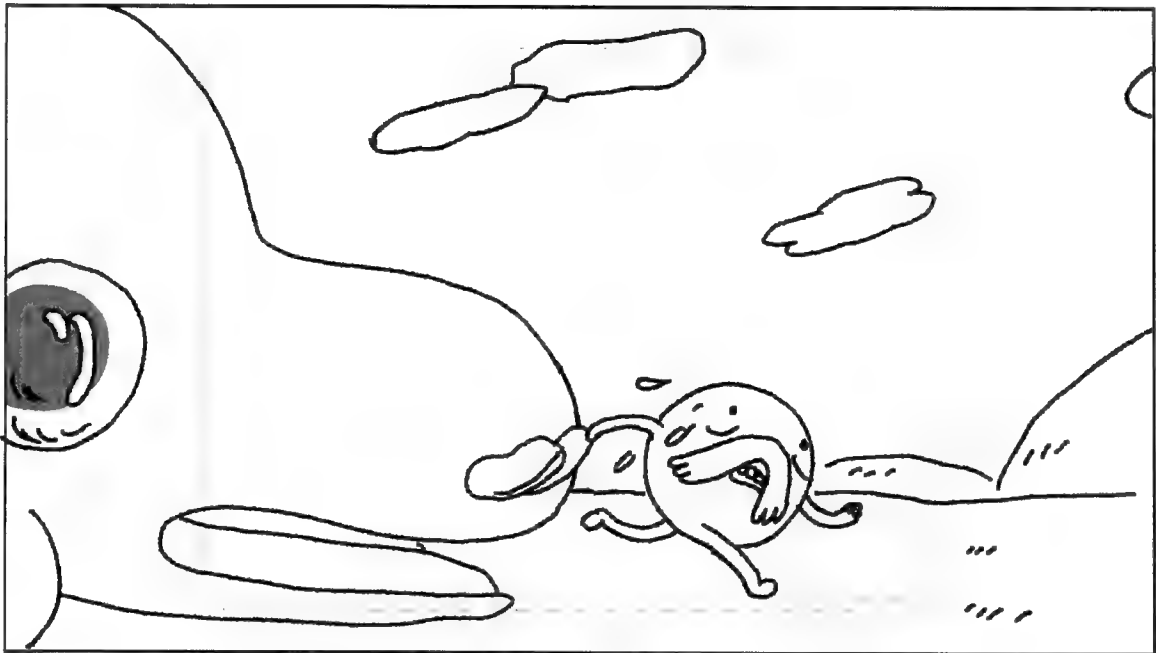


Sc. 153

Pnl. A

Bg.

day night

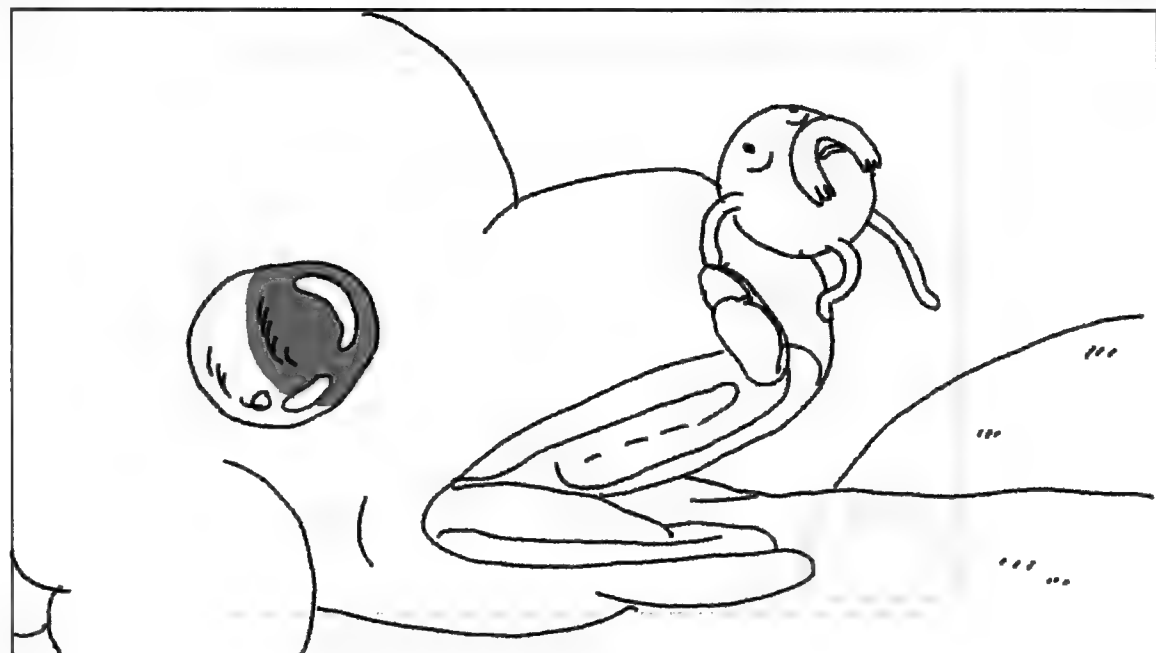


Sc. 153

Pnl. B

Bg.

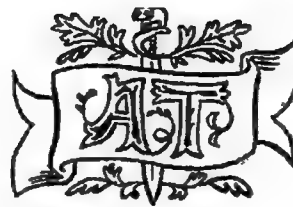
day night



Dialog:	③ HUFF HUFF ④ WAUGH H	③ OH! ④ NNGHOAWW!
Action:		
Timing:		

1025-195
EPISODE #
Production :

ADVENTURE TIME

Page 219

Sc. 153

Pnl. C

Bg.

day night

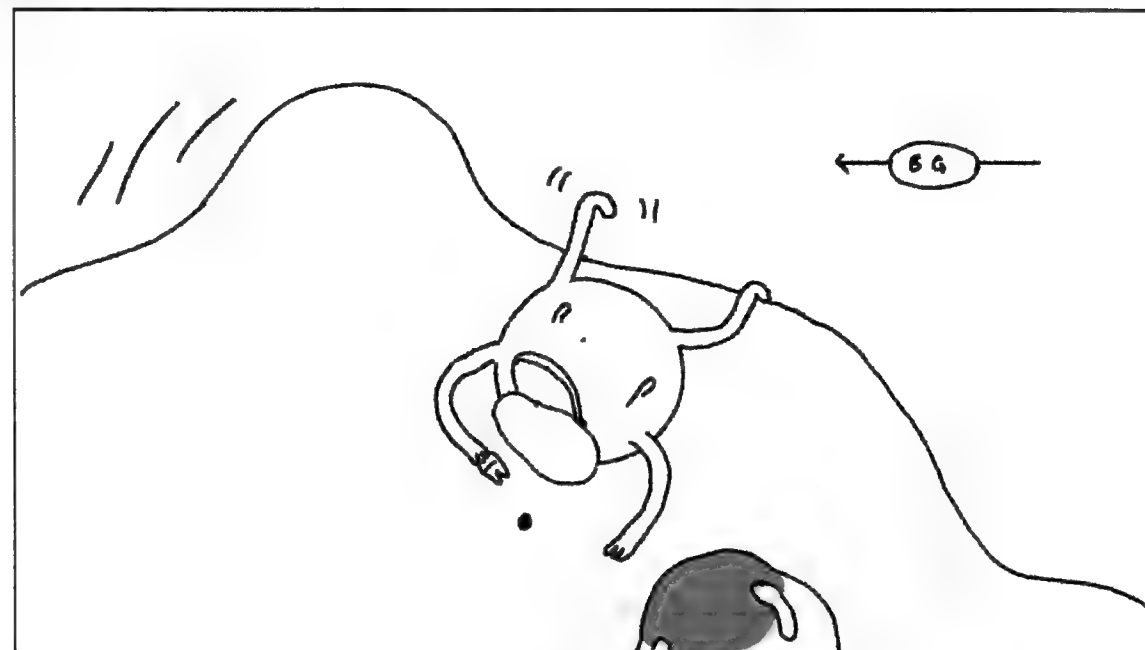


Sc. 153

Pnl.

Bg.

day **night**



Dialog:

⑤/ HUFF HUFF

WAH HUFF.

o WOAHH!

МММООООААА!

Action:

TRACK FOLLOWING STARCHY.

Timing:

1025-195

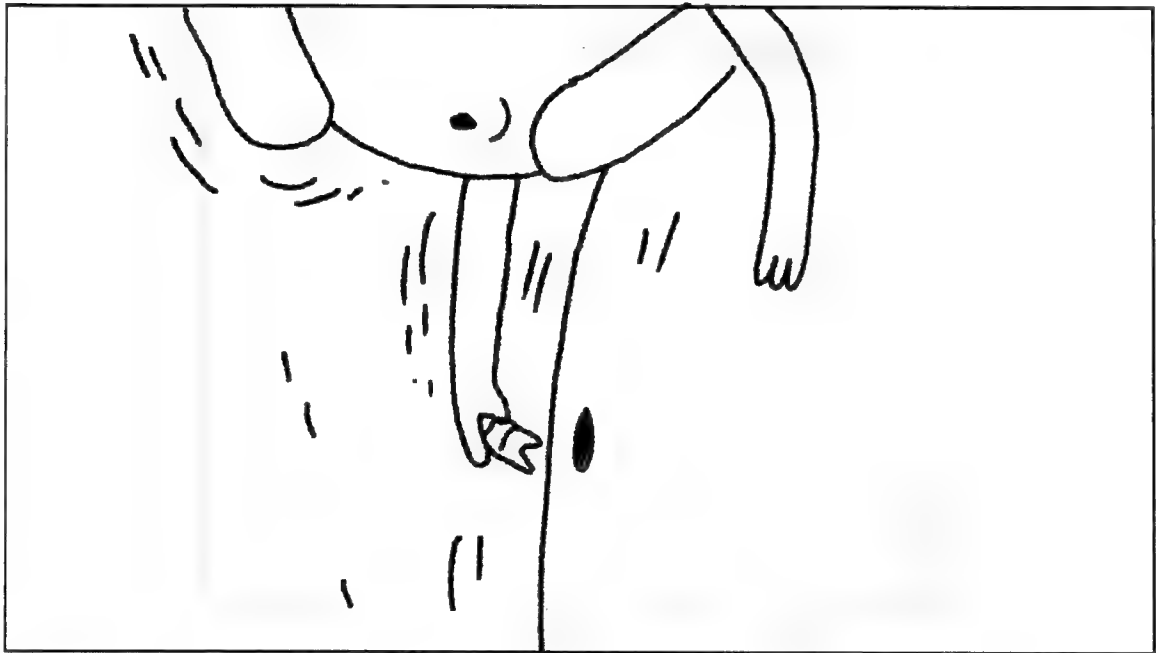
EPISODE #

Production :

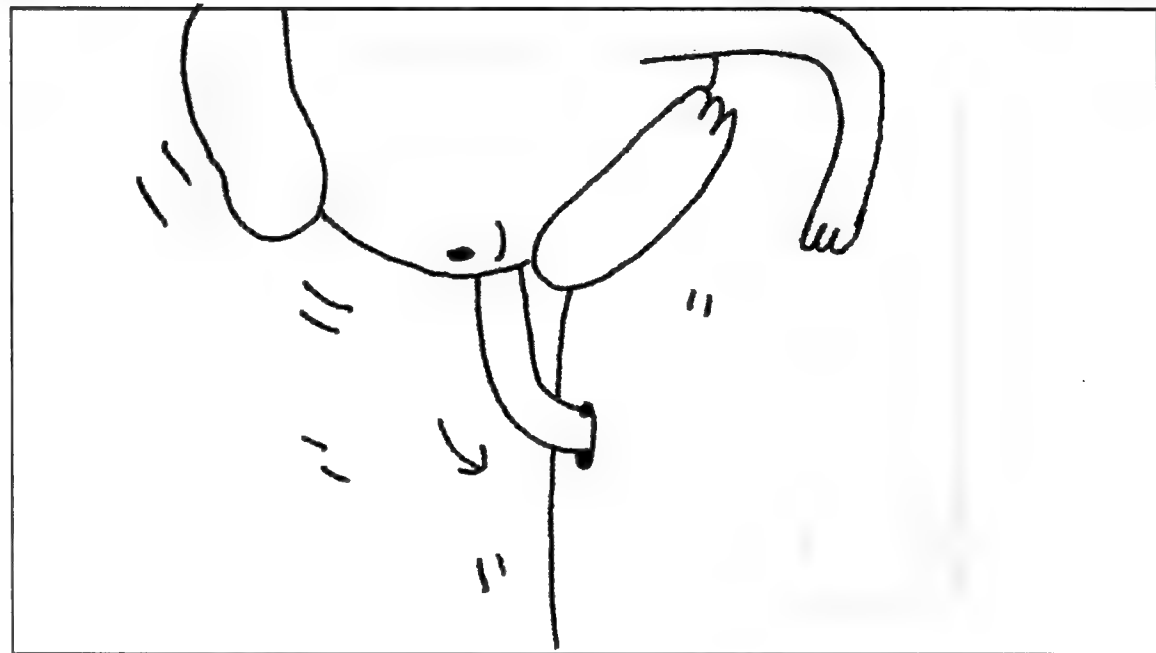
ADVENTURE TIME



Sc. 154 Pnl. A Bg. day night



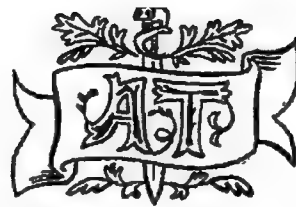
Sc. 154 Pnl. B Bg. day night



Dialog: ③ HUFF HUFF, 1-1-IN THERE!
④ W O O O O O -
Action: IN DEEP.
Timing:

Production : 1025-195 EPISODE #

ADVENTURE TIME



Sc. 155 Pnl. A Bg. day night

Sc. 155 Pnl. B Bg. day night

Dialog:

Q W O O O O O W

Action:

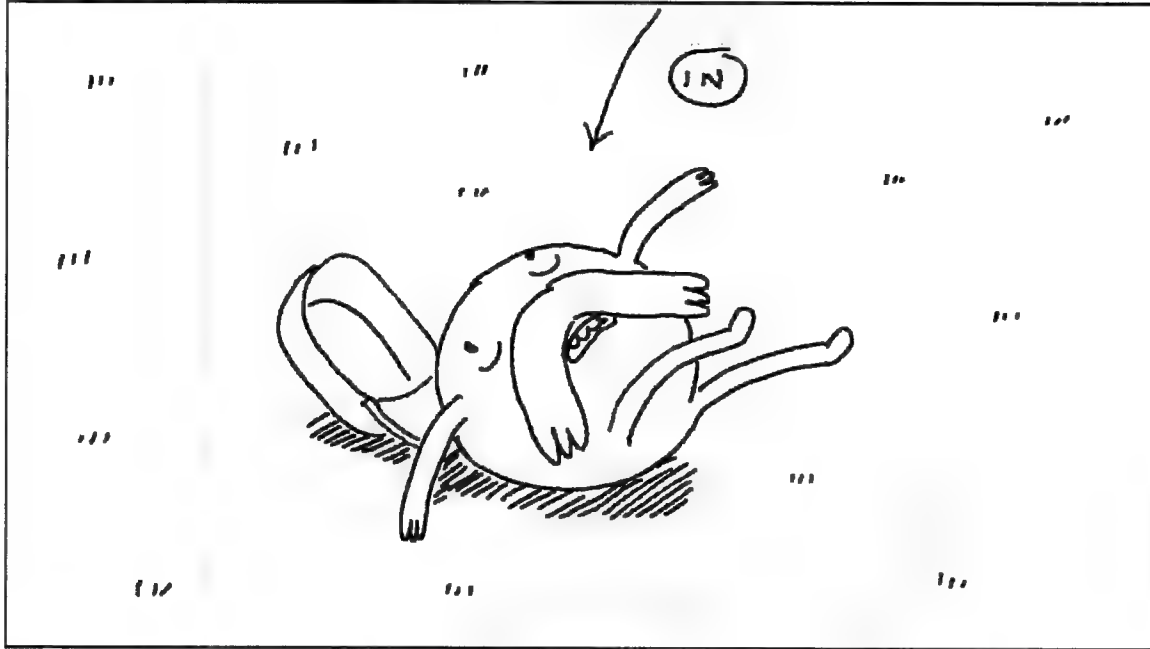
Timing:

Production : 1025-195 EPISODE #

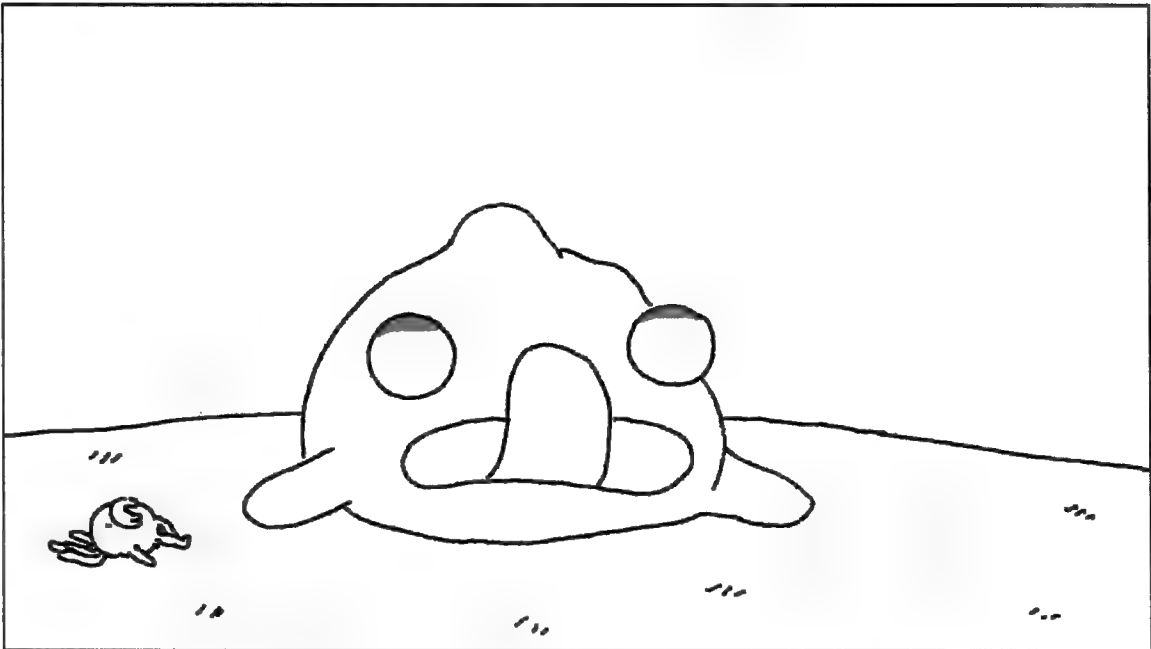
ADVENTURE TIME



Sc. 156 Pnl. A Bg. day night

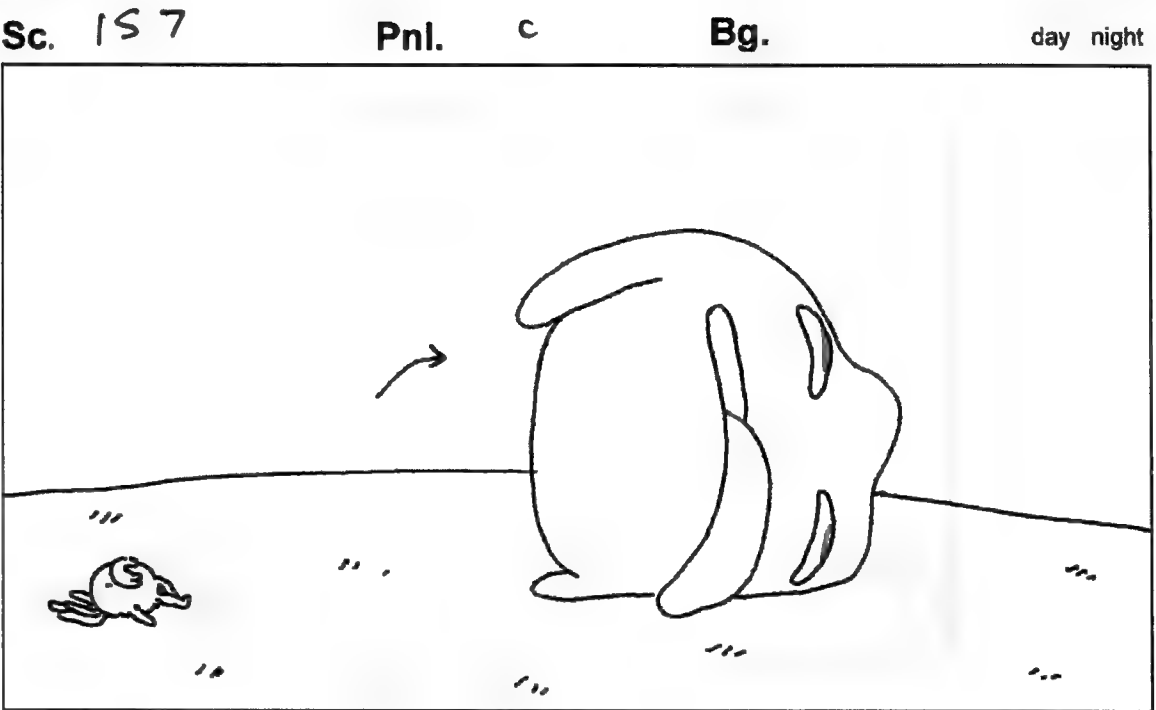
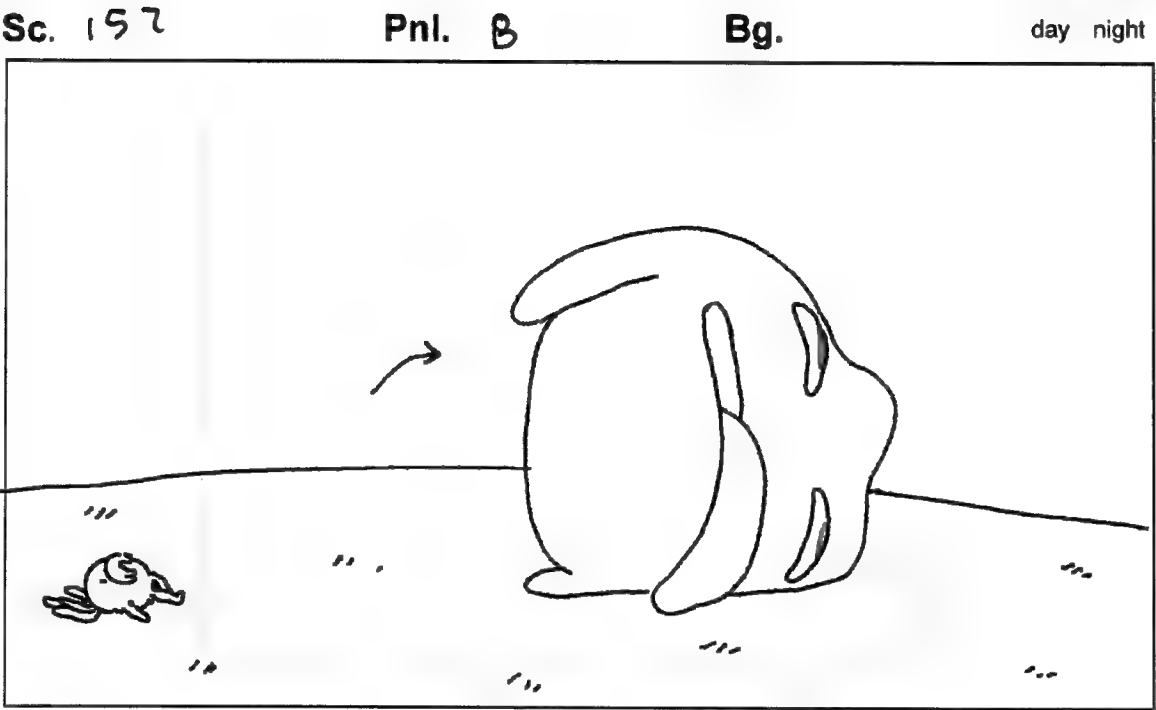
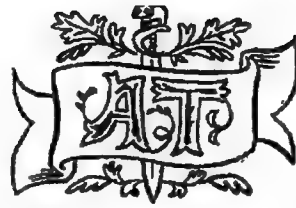


Sc. 157 Pnl. A Bg. day night



Dialog:	⑤ WOOF!	⑤ SFX	== GROOOOAAA -
Action:			
Timing:			

ADVENTURE TIME



Dialog:

- O O O O O A N N N "

Action:

TIPS OVER LIKE A
FELLED TREE

BEAT

Timing:

1025-195

EPISODE #

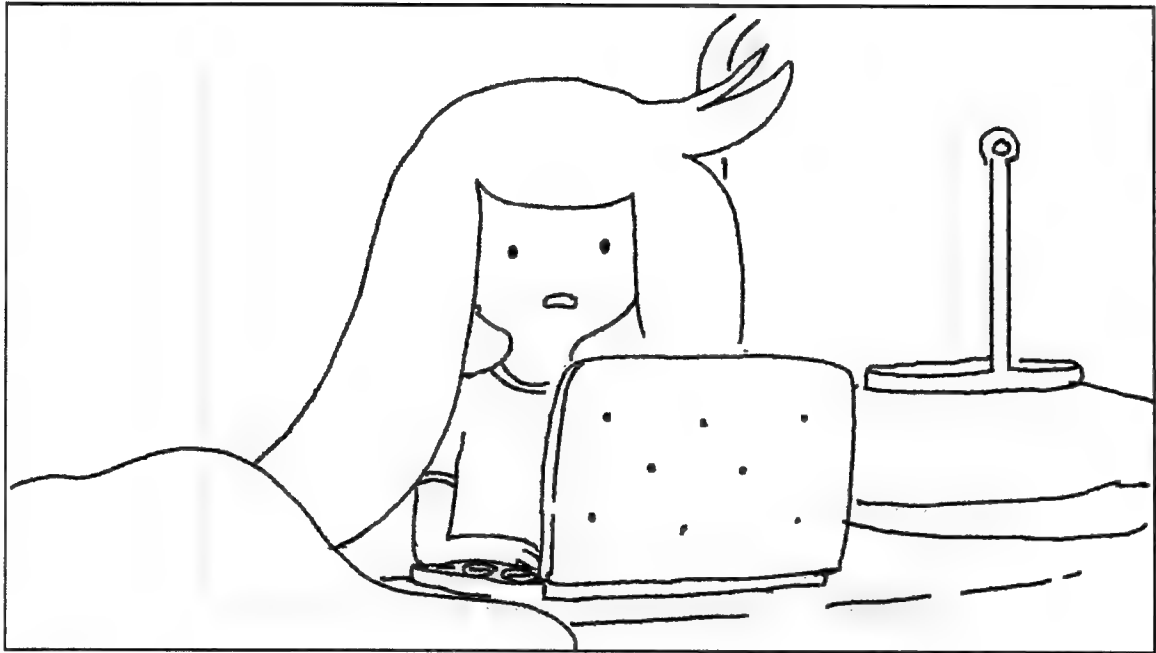
Production :

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ADVENTURE TIME



Sc. 158 Pnl. A Bg. day night



Sc. 158 Pnl. B Bg. day night

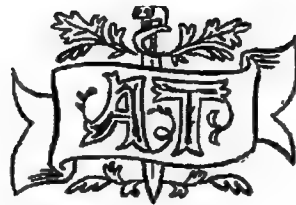


Dialog:
⑤ STARCHY?
Action:
Timing:

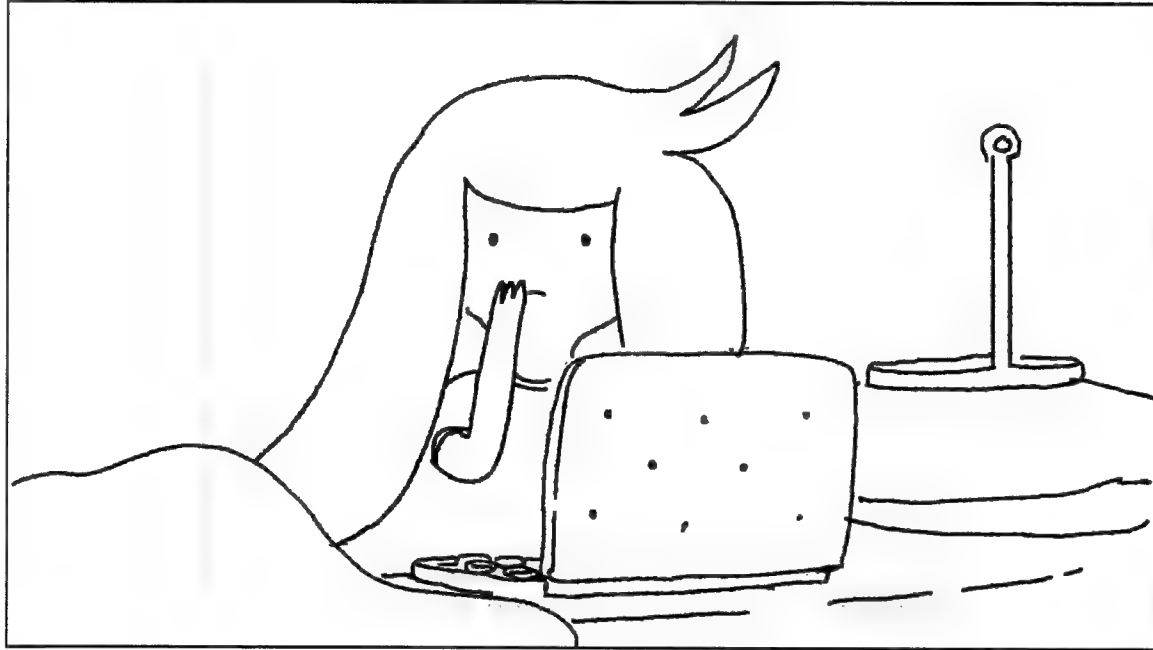
1025-195
EPISODE #
Production :

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ADVENTURE TIME



Sc. 158 Pnl. 4 C Bg. day night



Sc. 158 Pnl. D Bg. day night

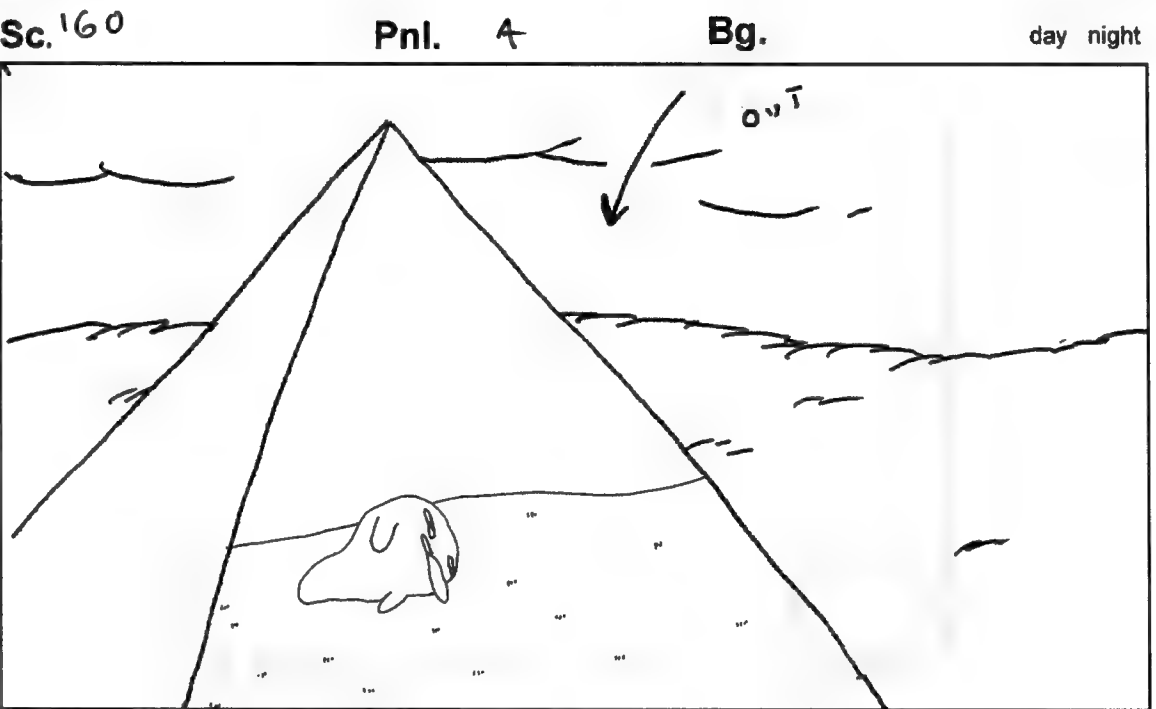
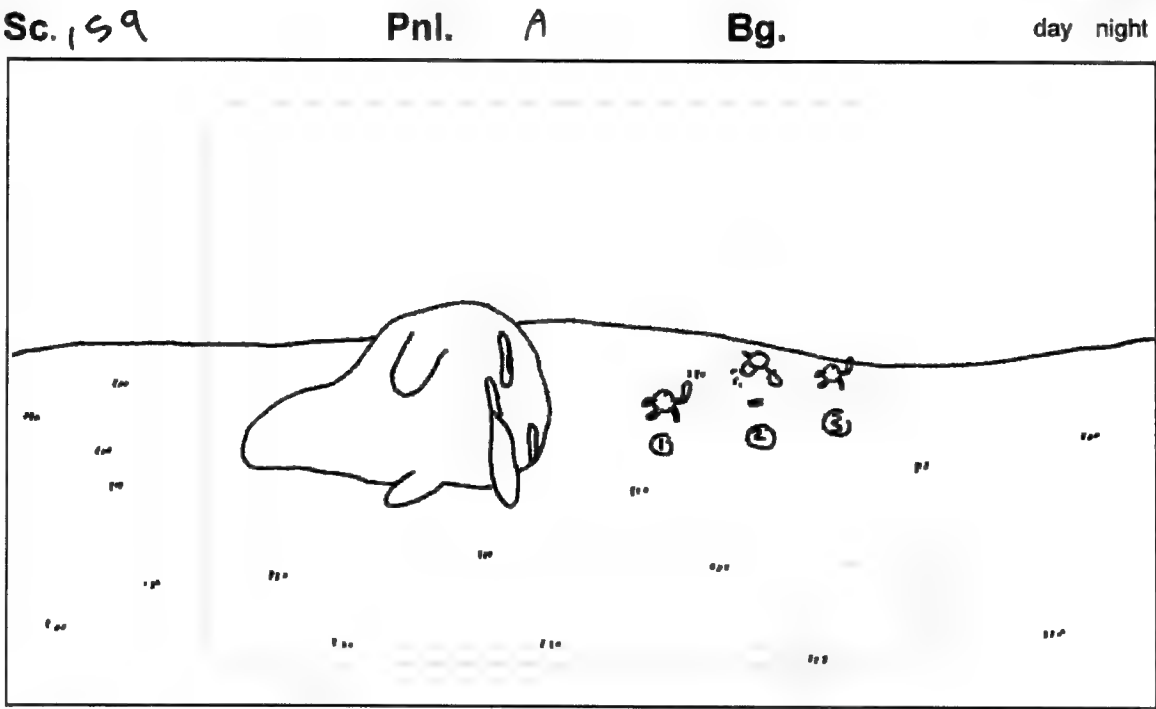


Dialog:	(PB) DID STARCHY JUST DIE?
Action:	
Timing:	

EPISODE # 1025-195
Production :

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ADVENTURE TIME



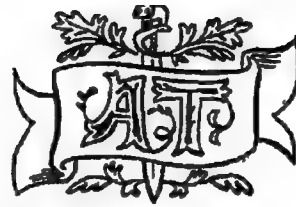
Dialog:	①. ② HEY-HEY!
Action:	STARCHY RUNS OFF ② CLICKS HEELS
Timing:	

1025-195

EPISODE #

Production :

ADVENTURE TIME



Sc. 160

Pnl. B

Bg.

day night

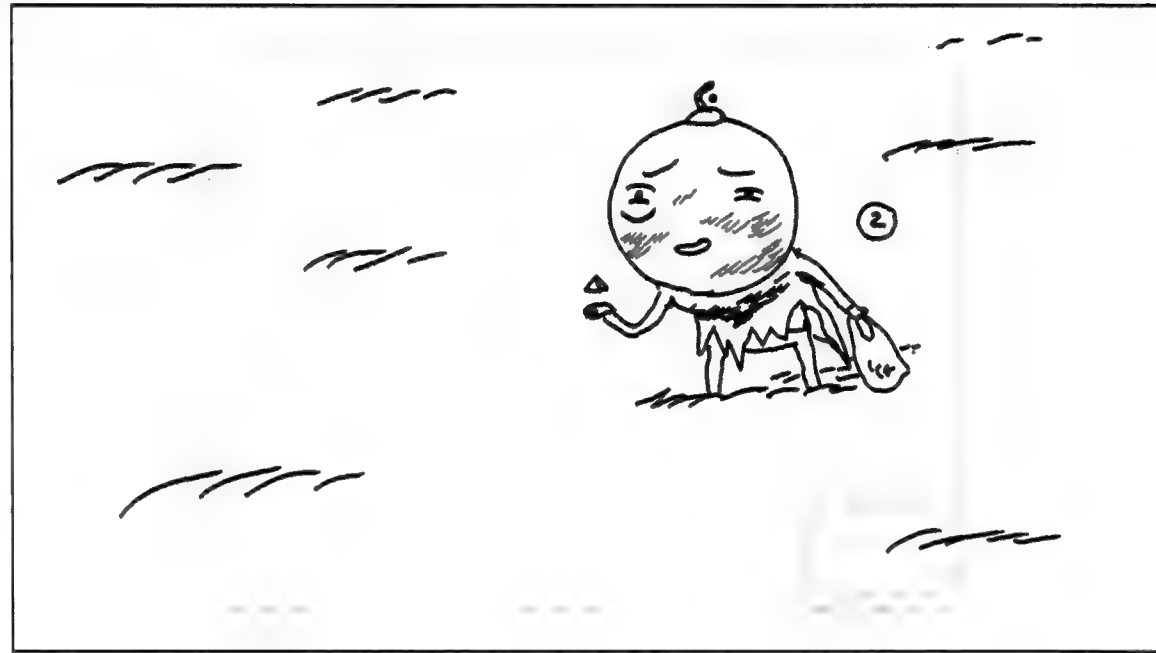


Sc. 161

Pnl. A

Bg.

day night

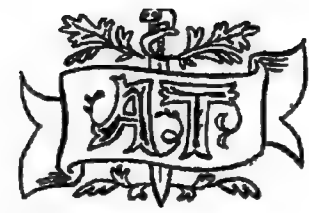


Dialog:	<p>© THINGS LOOKING UP!</p>
Action:	
Timing:	

EPISODE # 1025-145
Production :

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ADVENTURE TIME



Sc. 161 Pnl. B Bg. day night Sc. 162 Pnl. A Bg. day night



Dialog:
@/ COUGH !
Action:
SMILING THRU HIS COFFS.
Timing:

1025-195
EPISODE #
Production :

ADVENTURE TIME

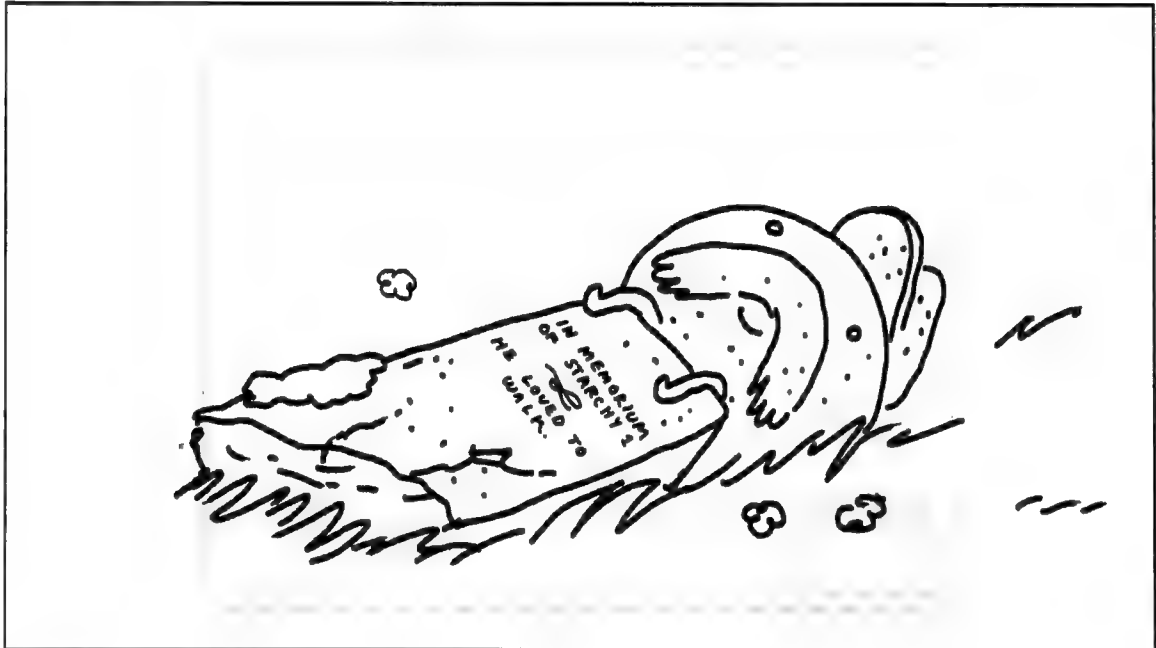


Sc. 163

Pnl. A

Bg.

day night



Sc. 163

Pnl. B

Bg.

day night



Dialog:	
Action: " IN MEMORIAM OF STARCHY 1, EATEN BY A GRASS LARD. HE LOVED TO WALK "	
Timing:	

THIS COULD
BE OMITTED
MAYBE.

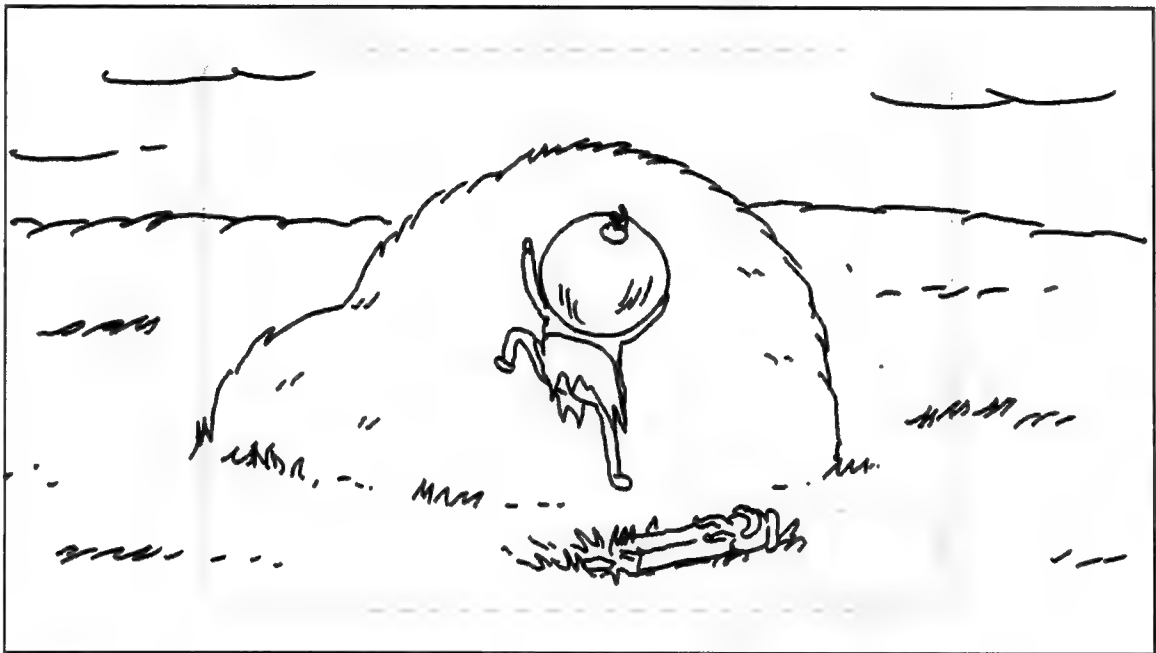
STEPS OVER
MONUMENT

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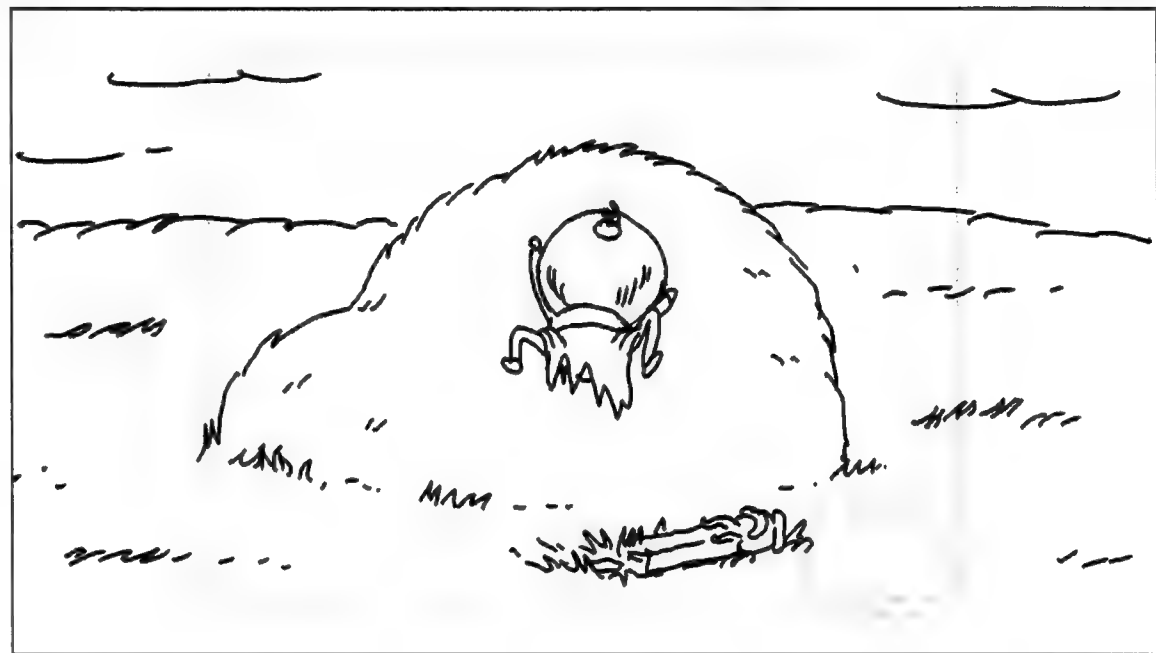
ADVENTURE TIME



Sc. 169 Pnl. A Bg. day night



Sc. 169 Pnl. B Bg. day night

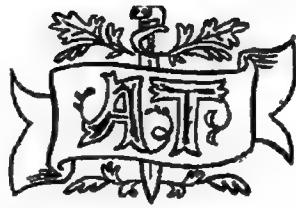


Dialog:
Action:
Timing:

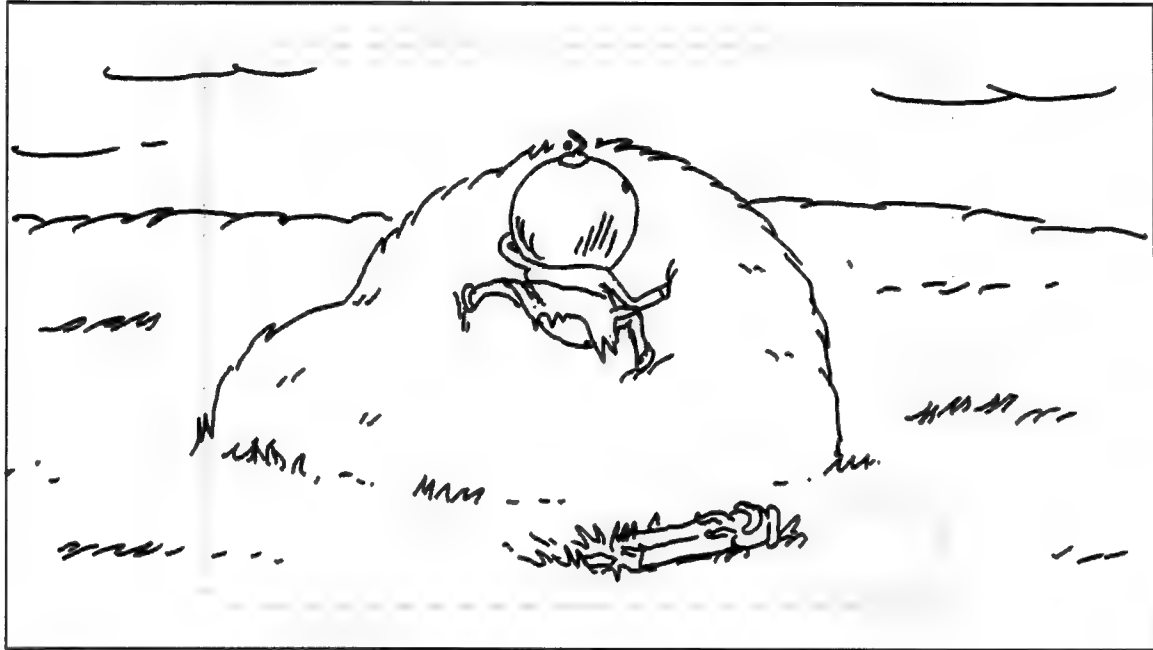
Production : EPISODE # 1025-195

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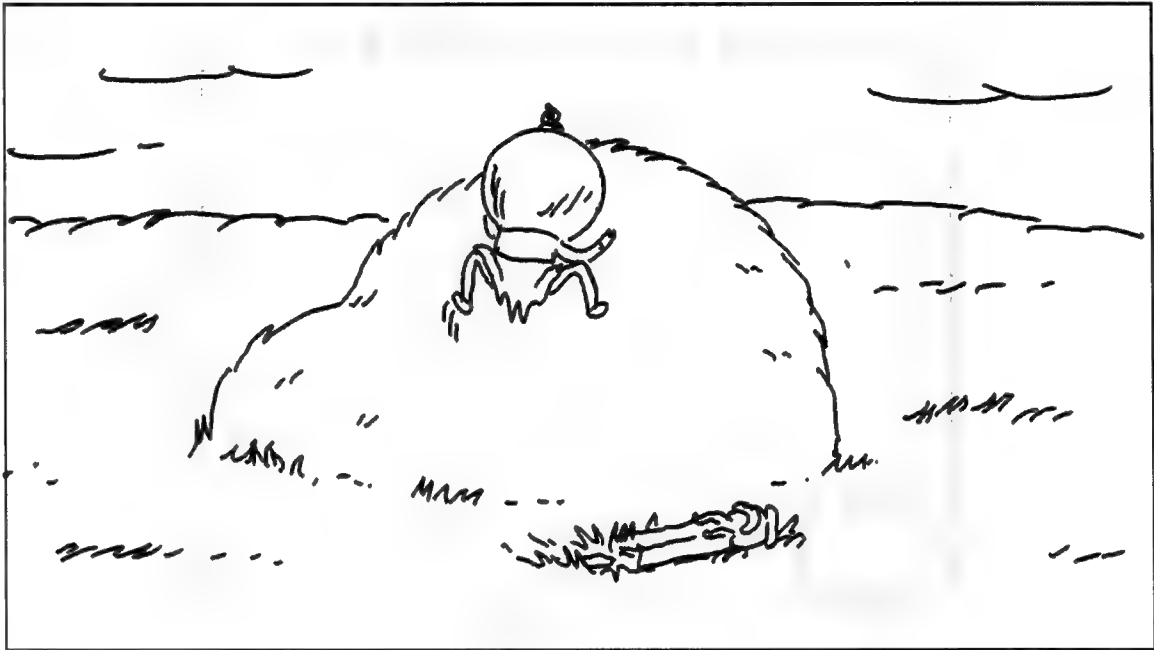
ADVENTURE TIME



Sc. 164 Pnl. C Bg. day night



Sc. 164 Pnl. D Bg. day night



Dialog:
Action:
Timing:

Production : 1025-19S EPISODE #

ADVENTURE TIME

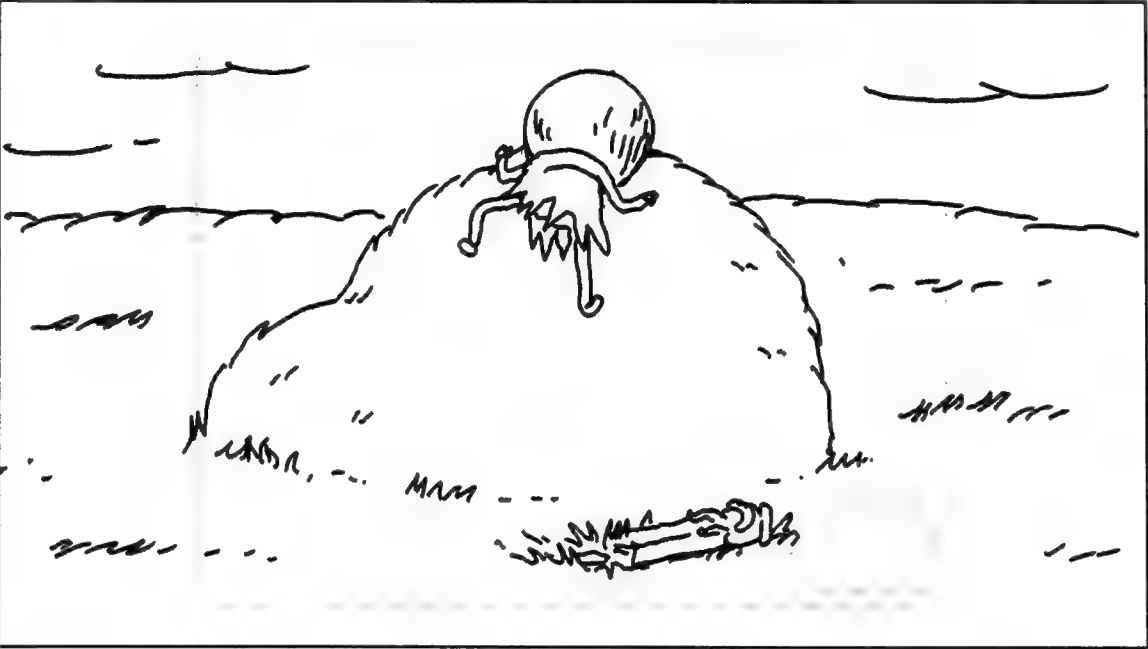


Sc. 164

Pnl. E

Bg.

day night

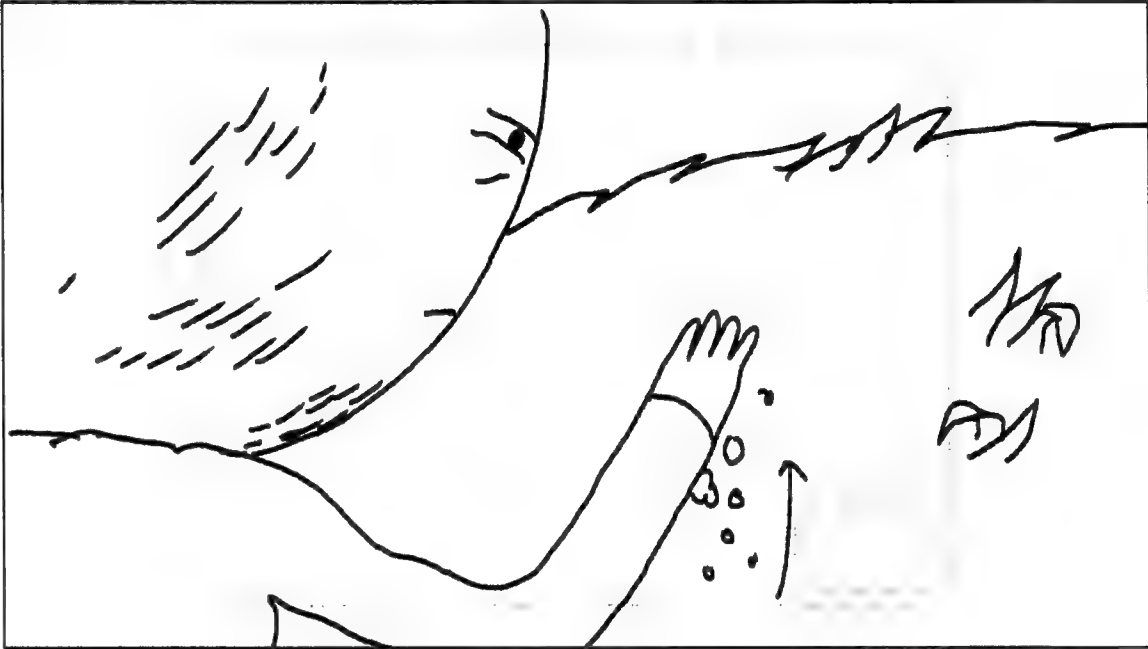


Sc. 165

Pnl. A

Bg.

day night

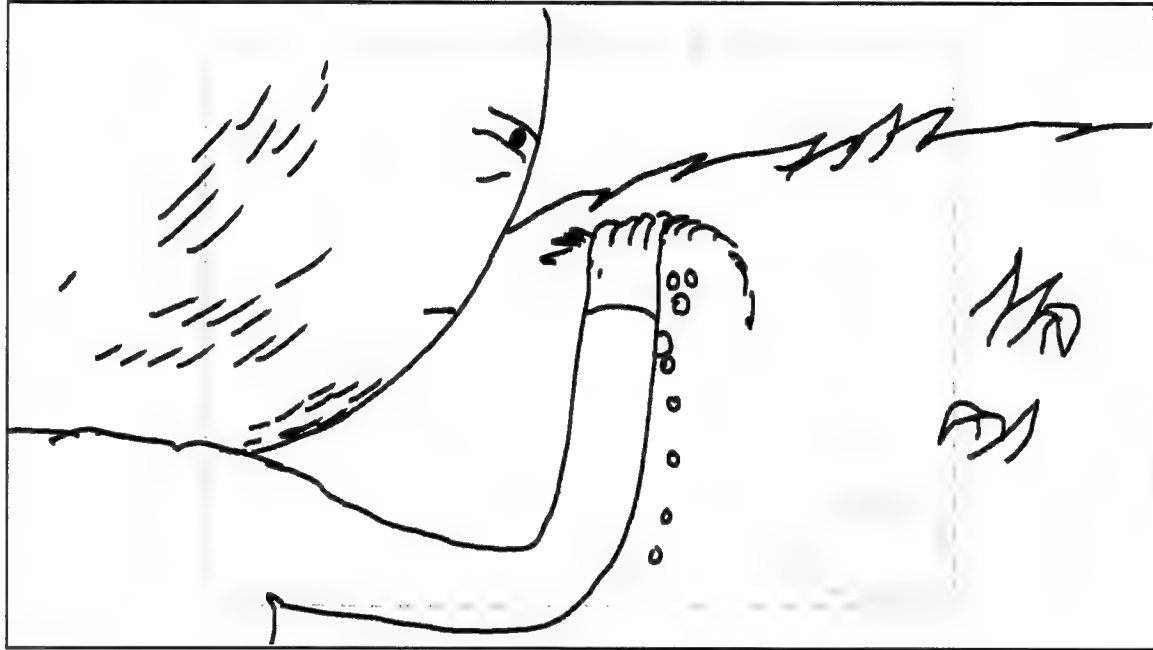


Dialog:
Action:
Timing:

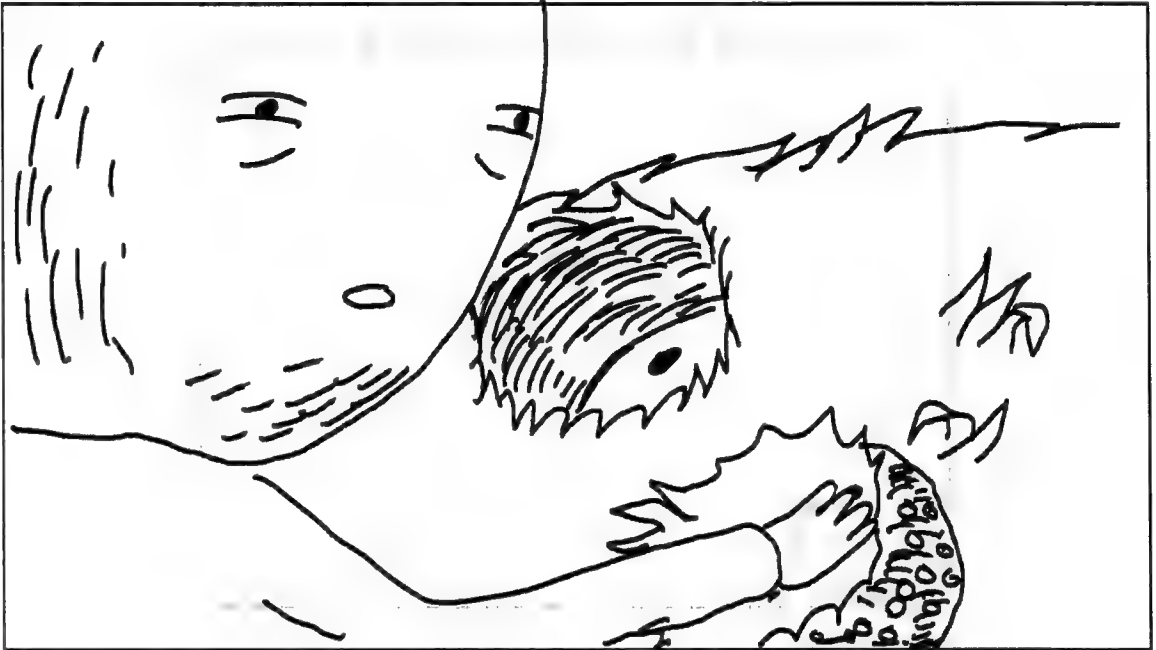
ADVENTURE TIME



Sc. 169 Pnl. B Bg. day night



Sc. 169 Pnl. C Bg. day night



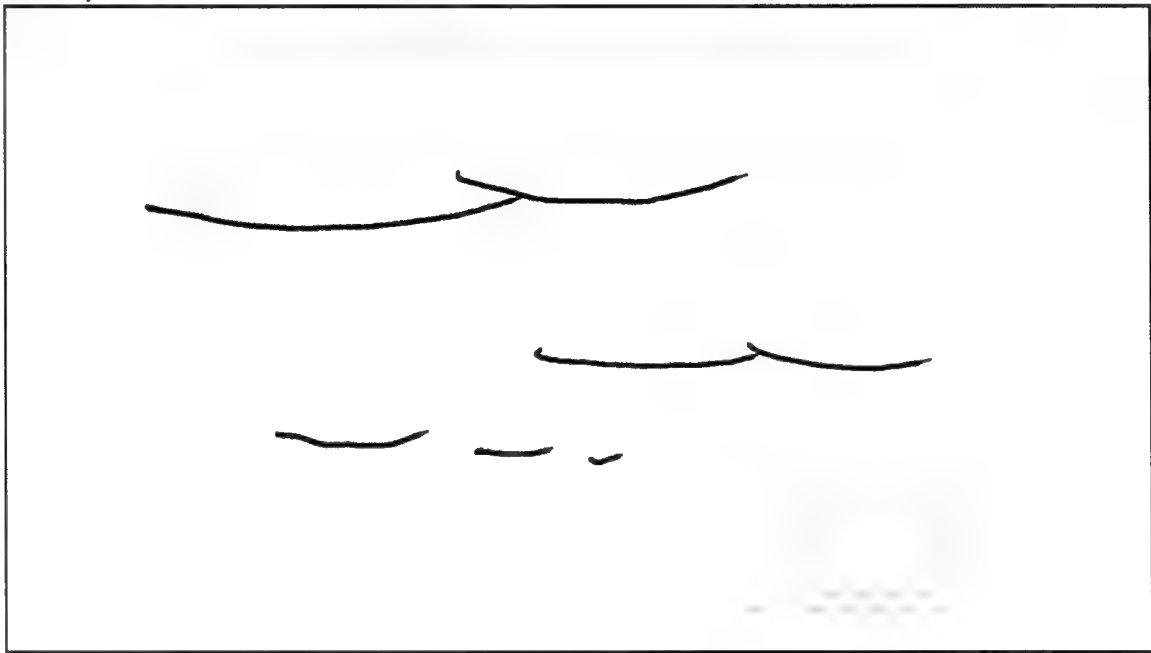
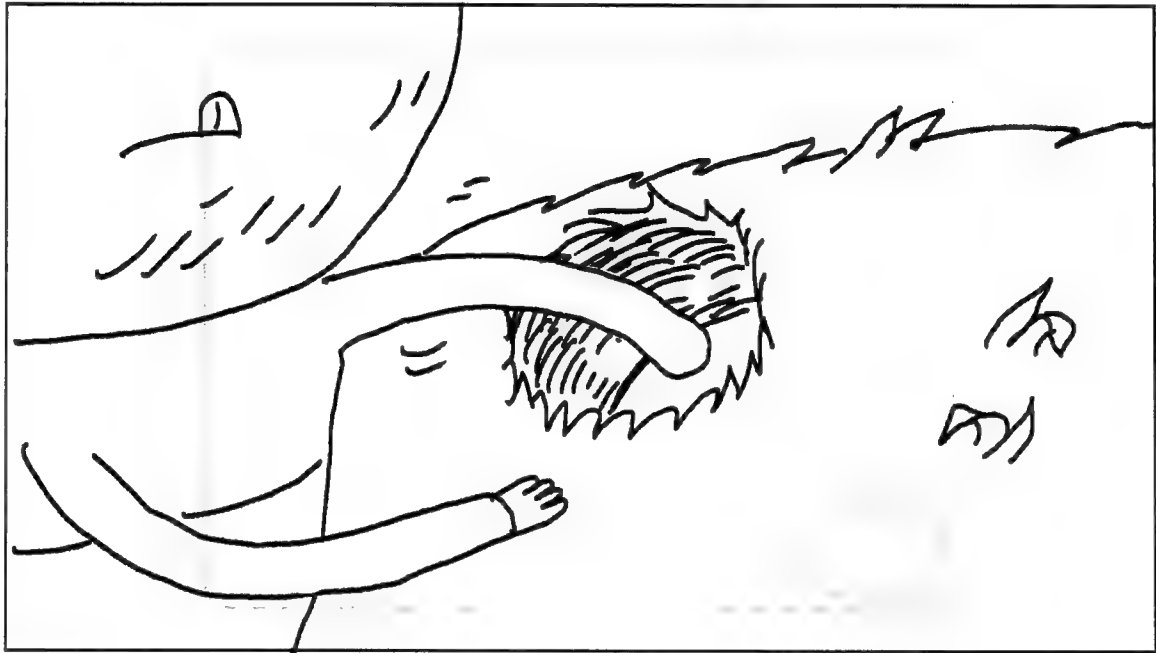
Dialog:
© UH.
Action:
Timing:

1025-195
EPISODE #
Production :

ADVENTURE TIME



Sc. 165 Pnl. D Bg. day night Sc. 166 Pnl. A Bg. day night



Dialog:	© M M N	
Action:	WIGGLES HIS HAND AROUND.	SKY .
Timing:		

Production : EPISODE # 1025-195

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ADVENTURE TIME

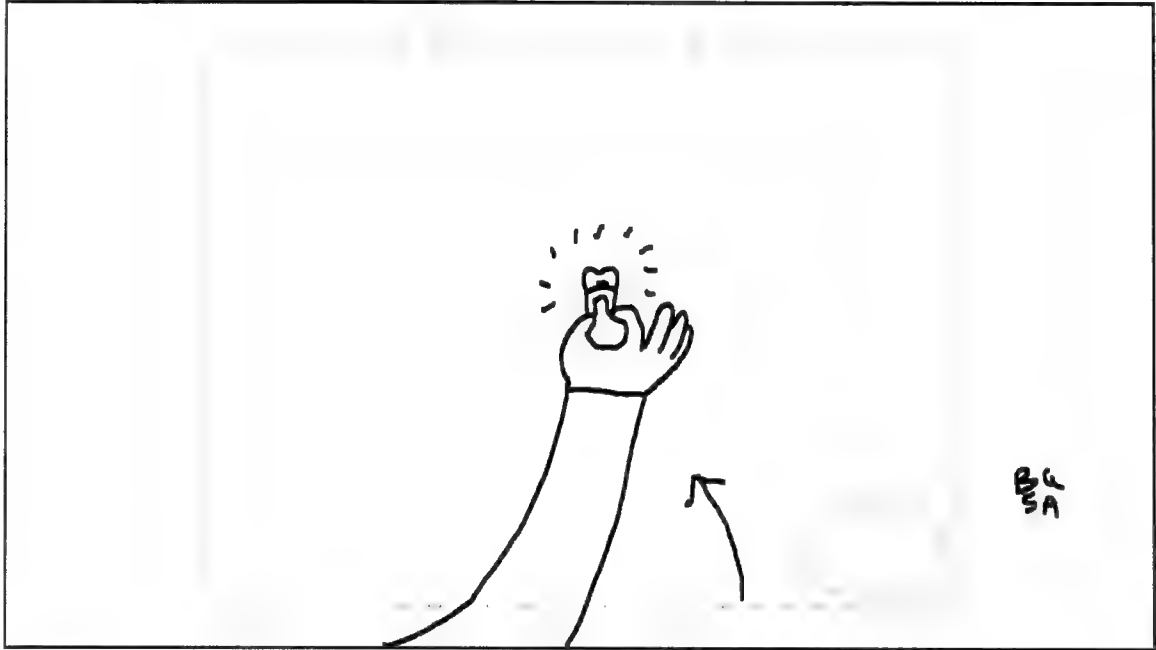


Sc. 166

Pnl. B

Bg.

day night

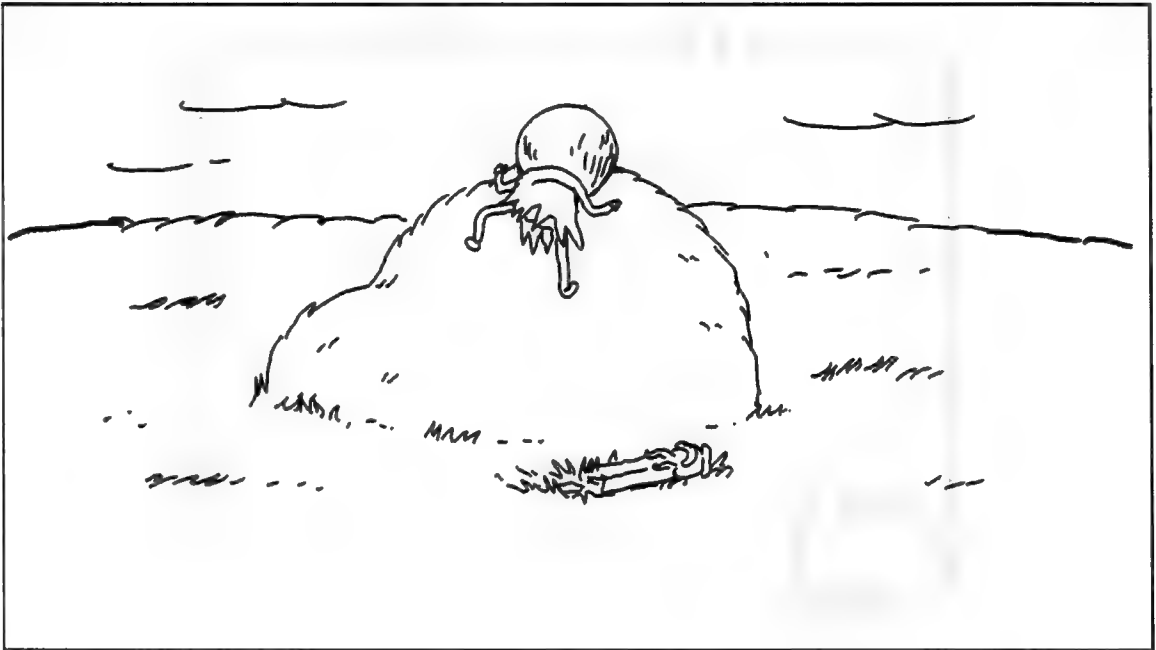


Sc. 167

Pnl. A

Bg.

day night



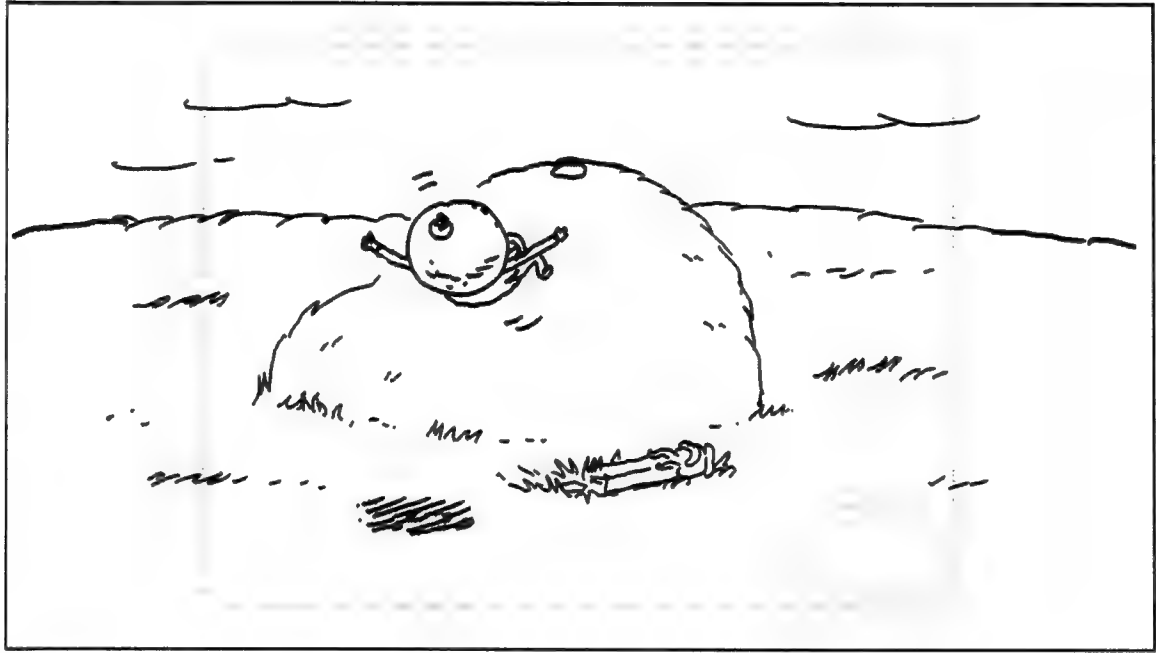
Dialog:	<p>(SFX) BEEP BEEP BEEP</p> <p>(SFX) RUMBLE</p>
Action:	<p>FLASHING STILL.</p> <p>CAM. SHAKE</p>
Timing:	

EPISODE # 1025-1a5
Production :

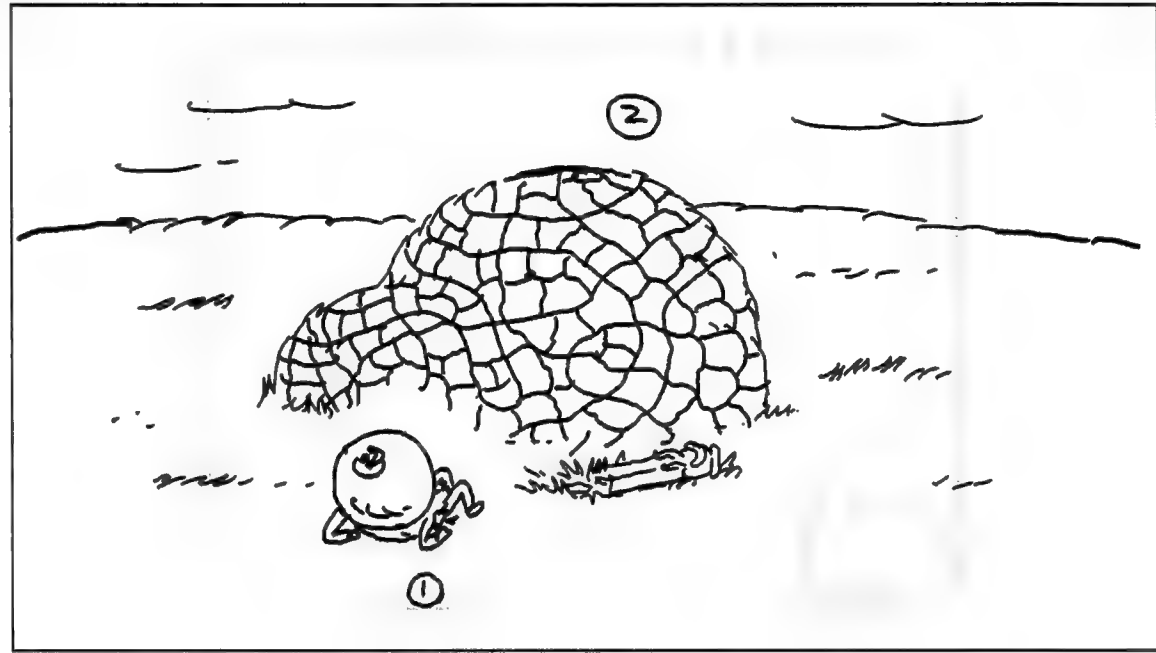
ADVENTURE TIME



Sc. 167 Pnl. B Bg. day night



Sc. 167 Pnl. C Bg. day night

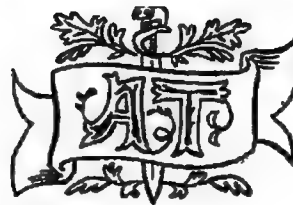


Dialog:	
SFX RUMBLE	
Action:	① FALLS ② MOUND CRACKS
Timing:	

Production : 1025-19S EPISODE #

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ADVENTURE TIME



Sc. 167

Pnl. 0

Bg.

day night

Sc. 167

Pnl. E

Bg.

day night



Dialog:	CREEE - (SFX) BUMP!
Action:	
Timing:	

1025-195
EPISODE #
Production :

ADVENTURE TIME



Sc. 167

Pnl. F

Bg.

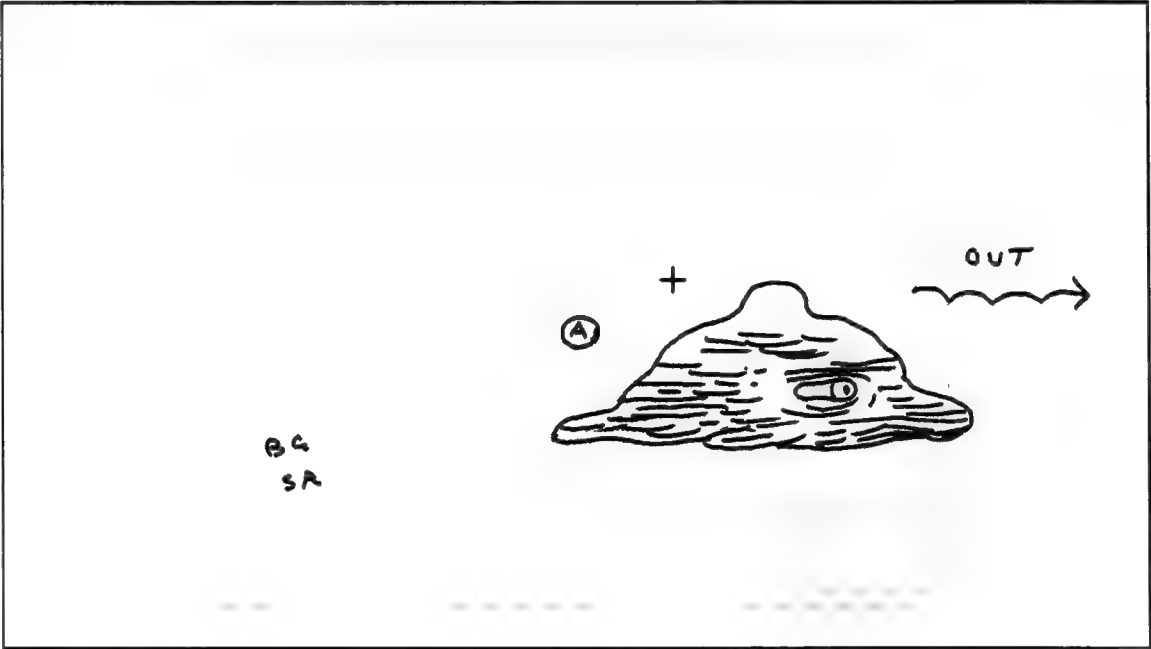
day night

Sc. 167

Pnl. G

Bg.

day night



Dialog:

LARD THANK YOU....

Action:

Timing:



(SHAKY)
"EUGH"

AND CONT.
OFF SCREEN.

EPISODE # 1025-195

Production :

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ADVENTURE TIME

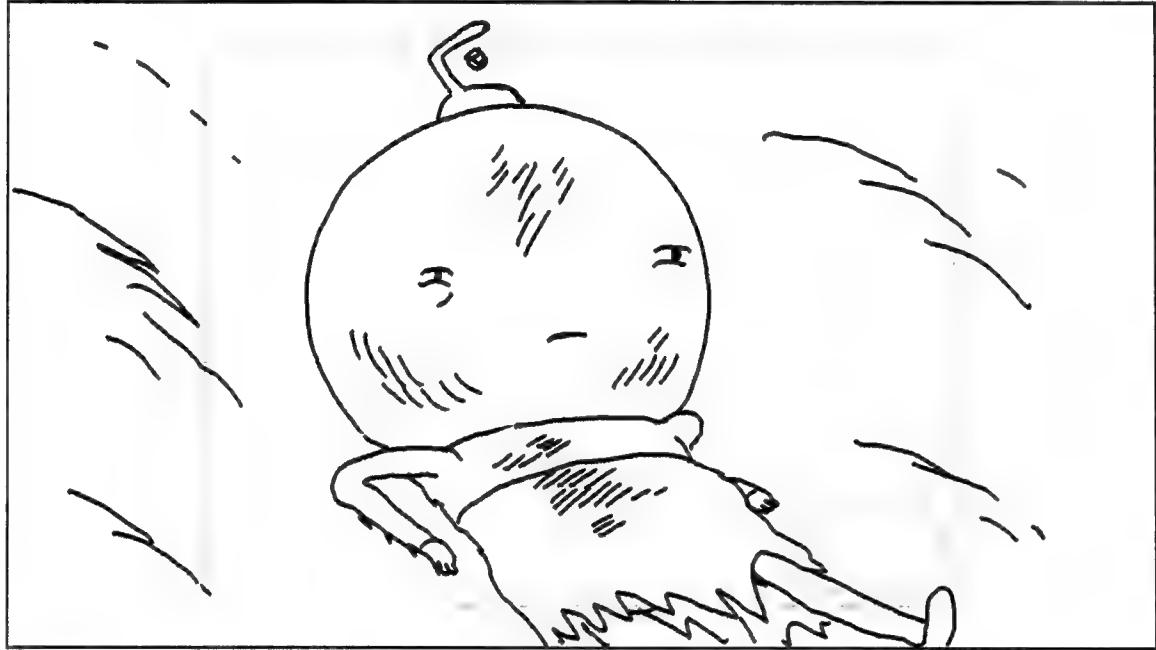


Sc. 168

Pnl. A

Bg.

day night



Sc. 168

Pnl. B

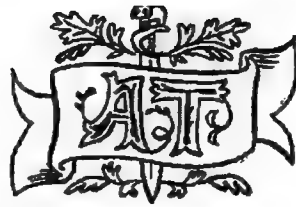
Bg.

day night



Dialog:
Action:
Timing:

ADVENTURE TIME

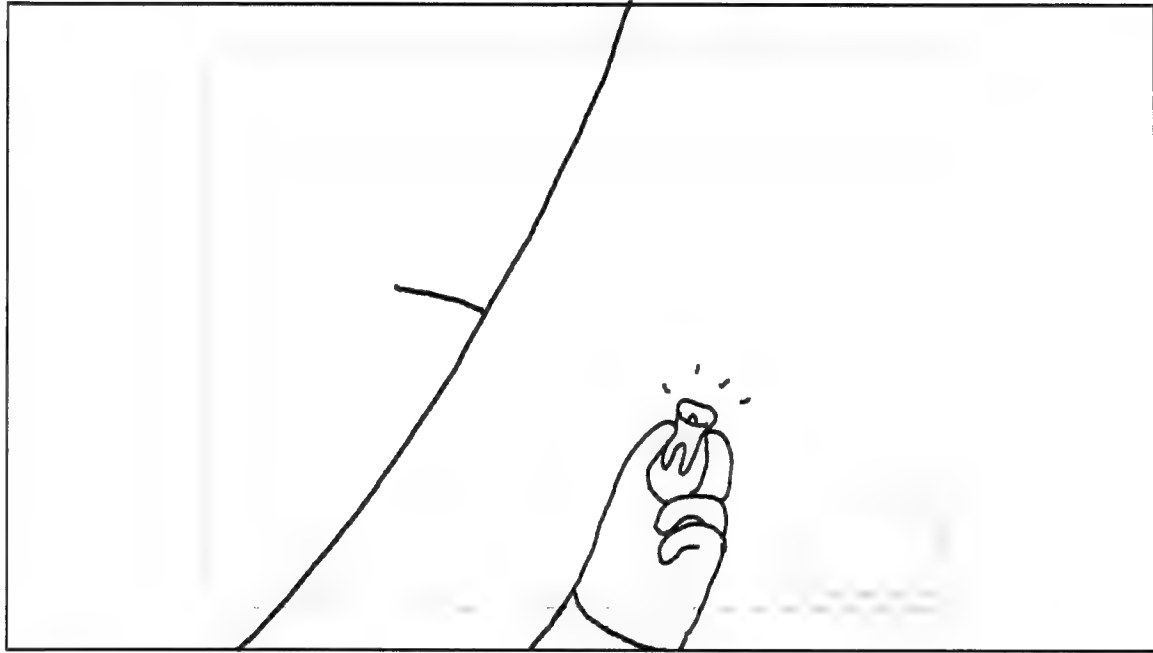


Sc. 169

Pnl. A

Bg.

day night

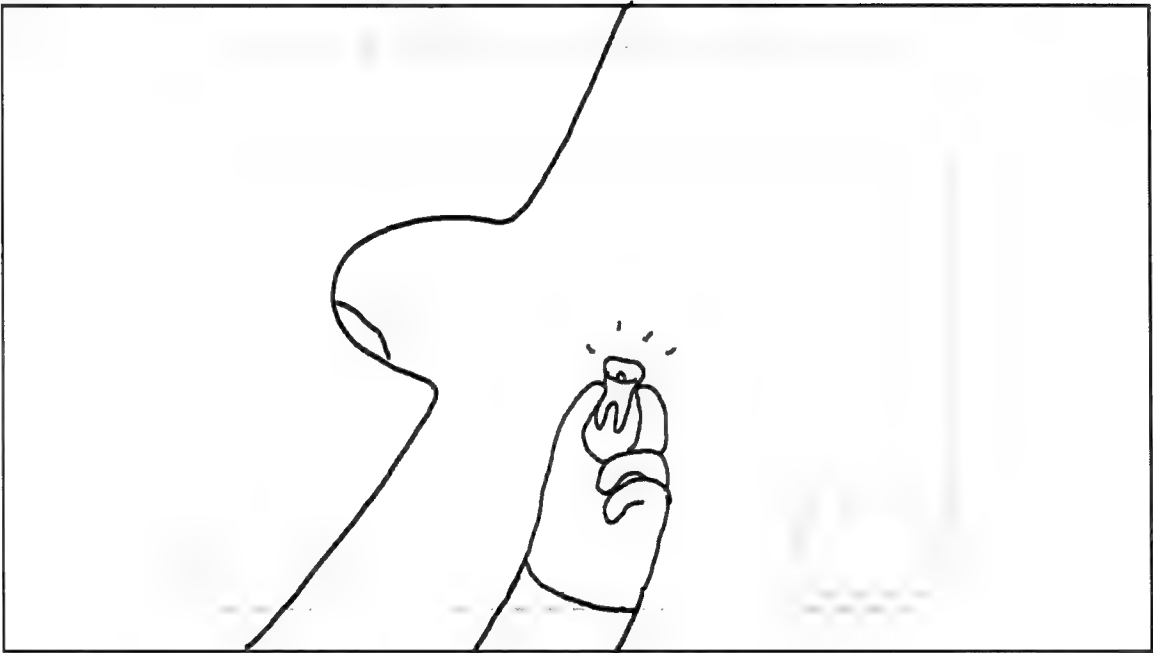


Sc. 169

Pnl. B

Bg.

day night



Dialog:	© S.O.S! SAVE OUR SKIN! ANY BLODY! ALT ANYBODY!
Action:	
Timing:	

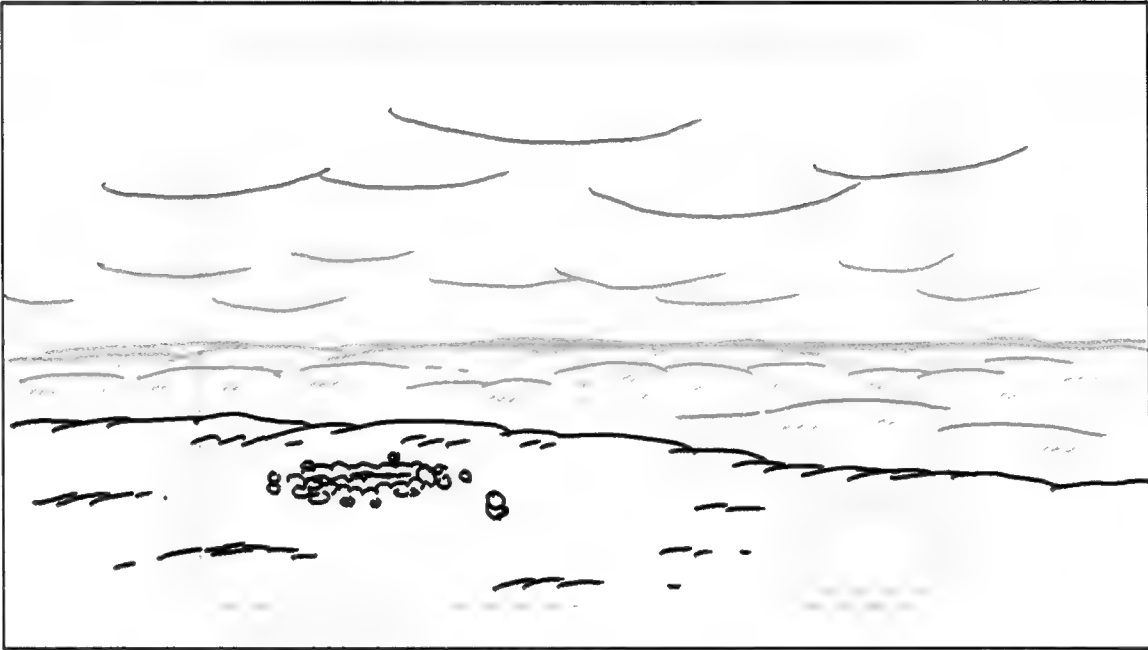
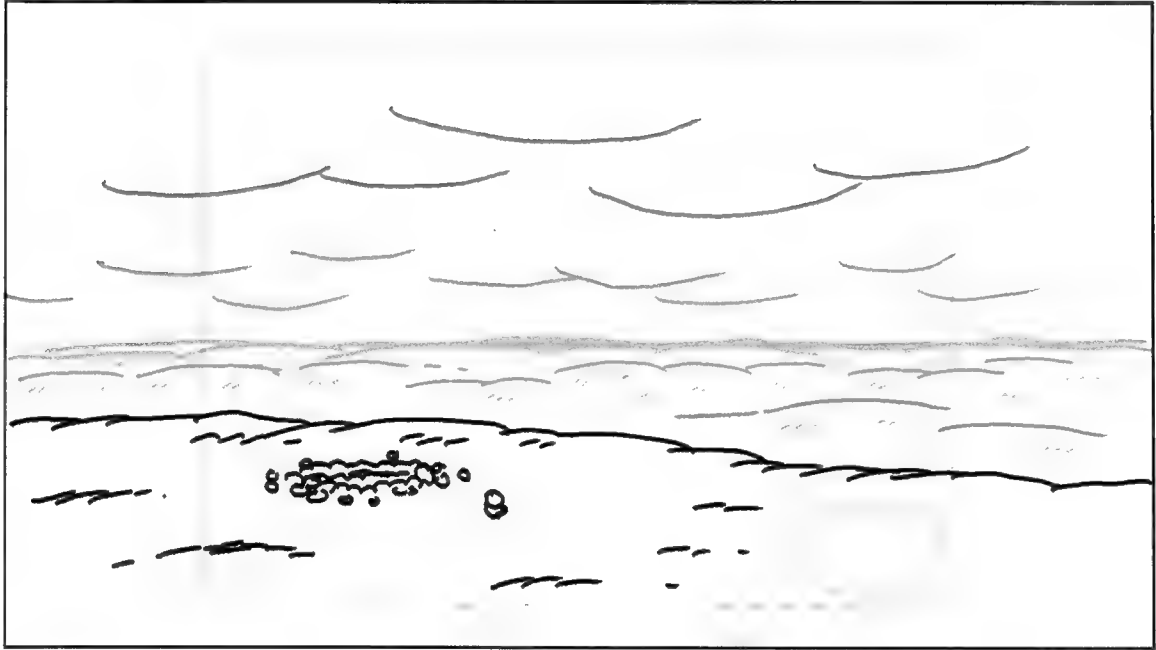
EPISODE # 1025-195
Production :

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ADVENTURE TIME



Sc. 170 Pnl. A Bg. day night Sc. 170 Pnl. B Bg. day night



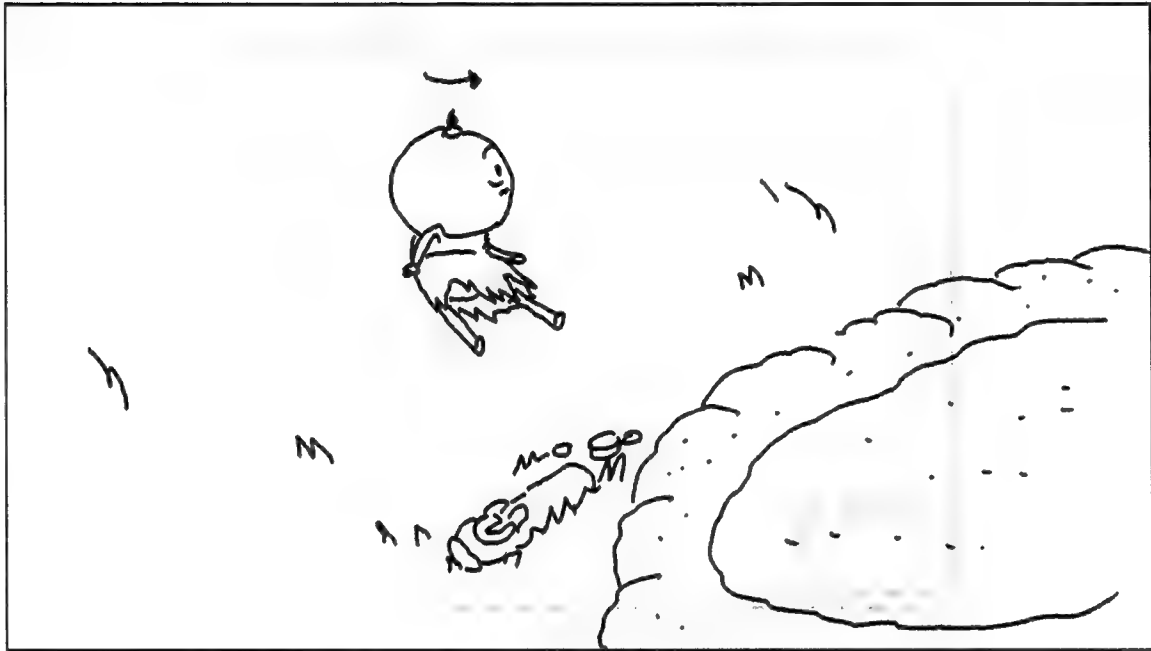
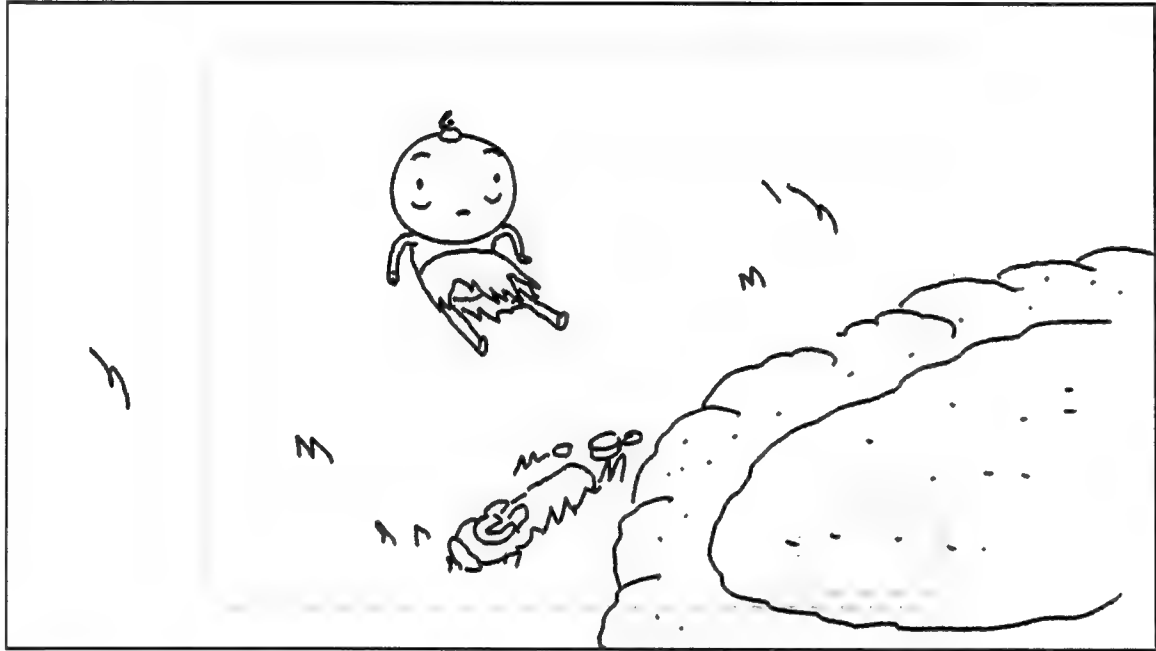
Dialog:	BOOM BOOM BOOM.
Action:	
Timing:	

Production : EPISODE # 1025-19S

ADVENTURE TIME



Sc. 171 Pnl. A Bg. day night Sc. 171 Pnl. B Bg. day night



Dialog:

(SFX) BOOM BOOM BOOM BOOM BOOM BOOM

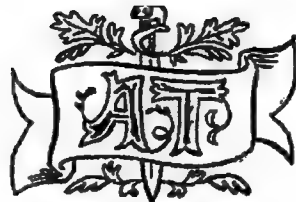
JET NOISES OS.

Action:

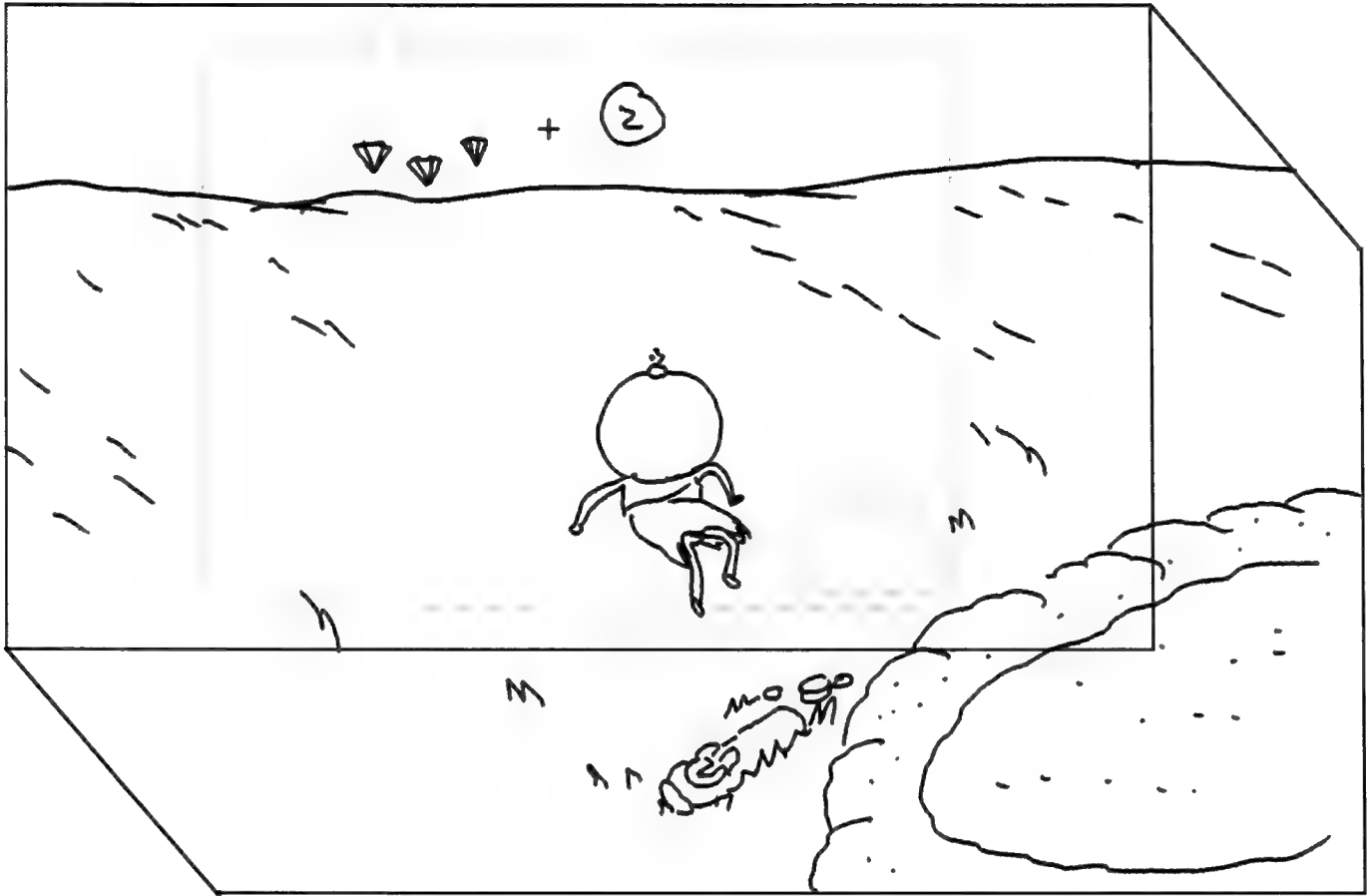
Timing:

EPISODE # 1025-195 Production :

ADVENTURE TIME



Sc. 171 Pnl. C Bg. day night



Dialog:
SFX - BOOM! BOOM!
- JET NOISES.

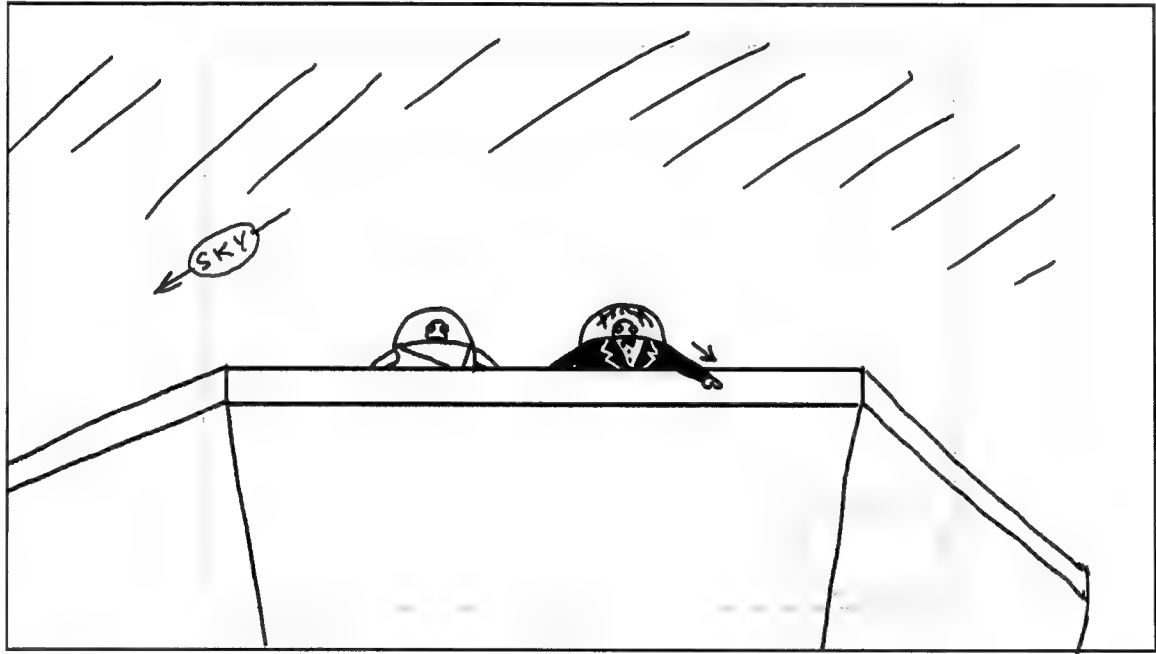
Action:

Timing:

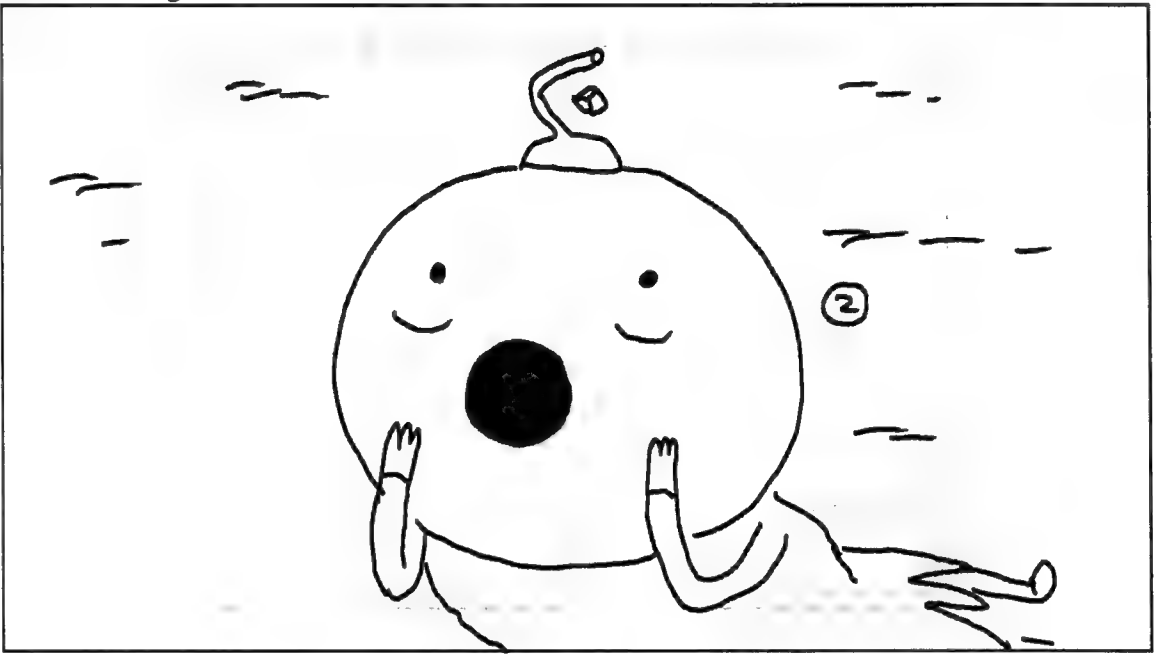
ADVENTURE TIME



Sc. 172 Pnl. A Bg. day night



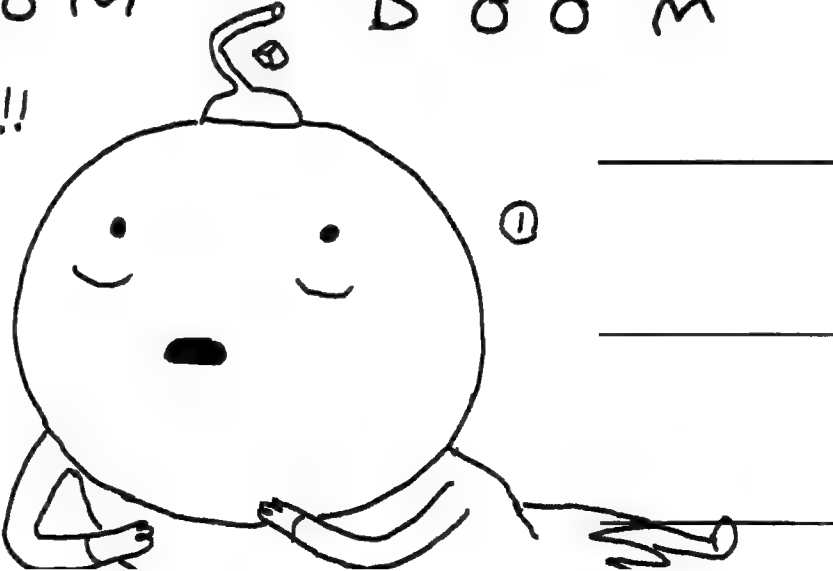
Sc. 173 Pnl. A Bg. day night



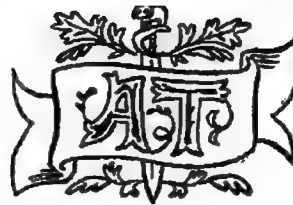
Dialog: (G) <THERE HE IS !!!> (SFX) WOOOOOO SH !!!! (SFX) BOOM BOOM BOOM (C2) AAAH!!

Action:

Timing:



ADVENTURE TIME

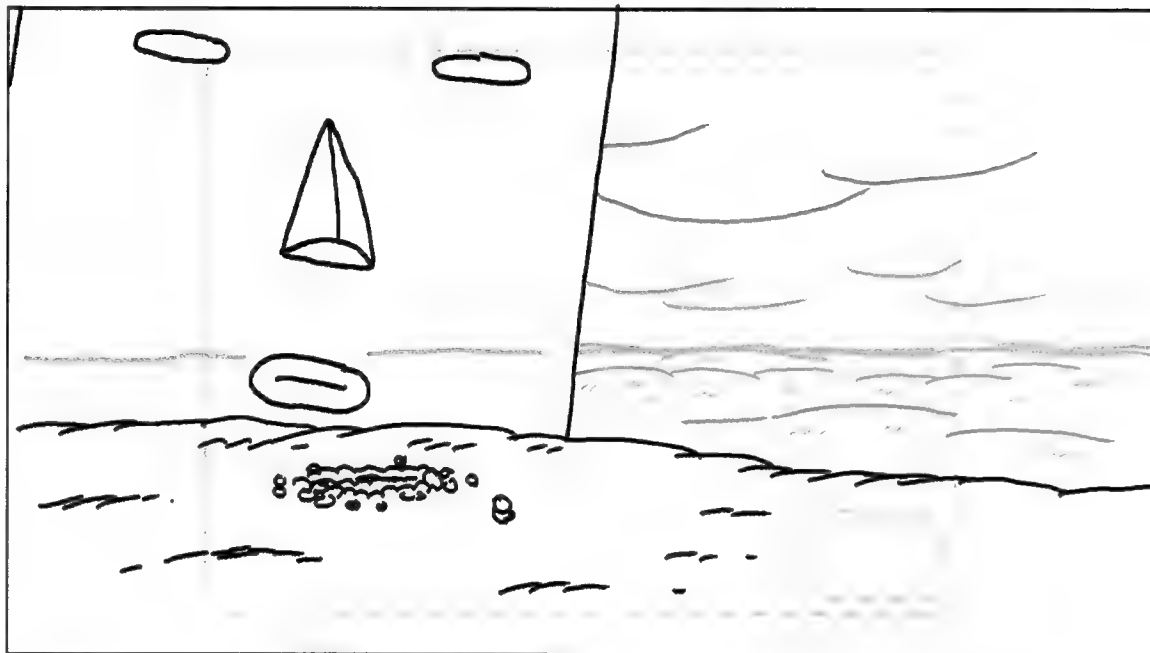
Page 246

Sc. 174

Pnl. A

Bg.

day **night**

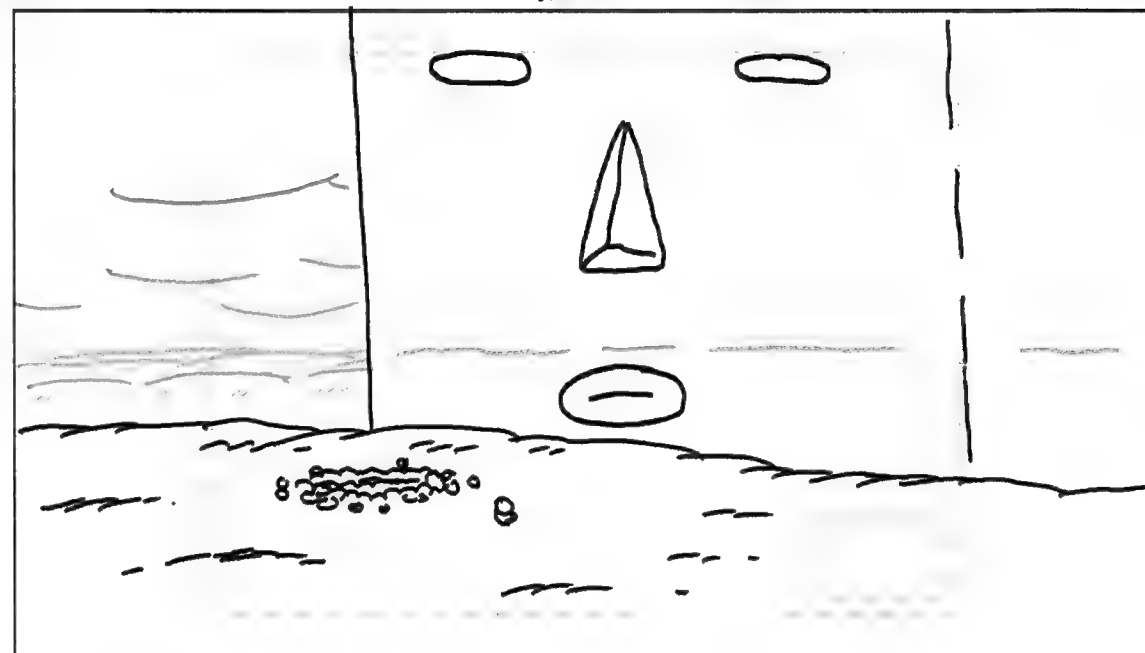


Sc. 174

Pnl. ~~12~~ B

Bg.

day night



Dialog:

SFX

BOOM...

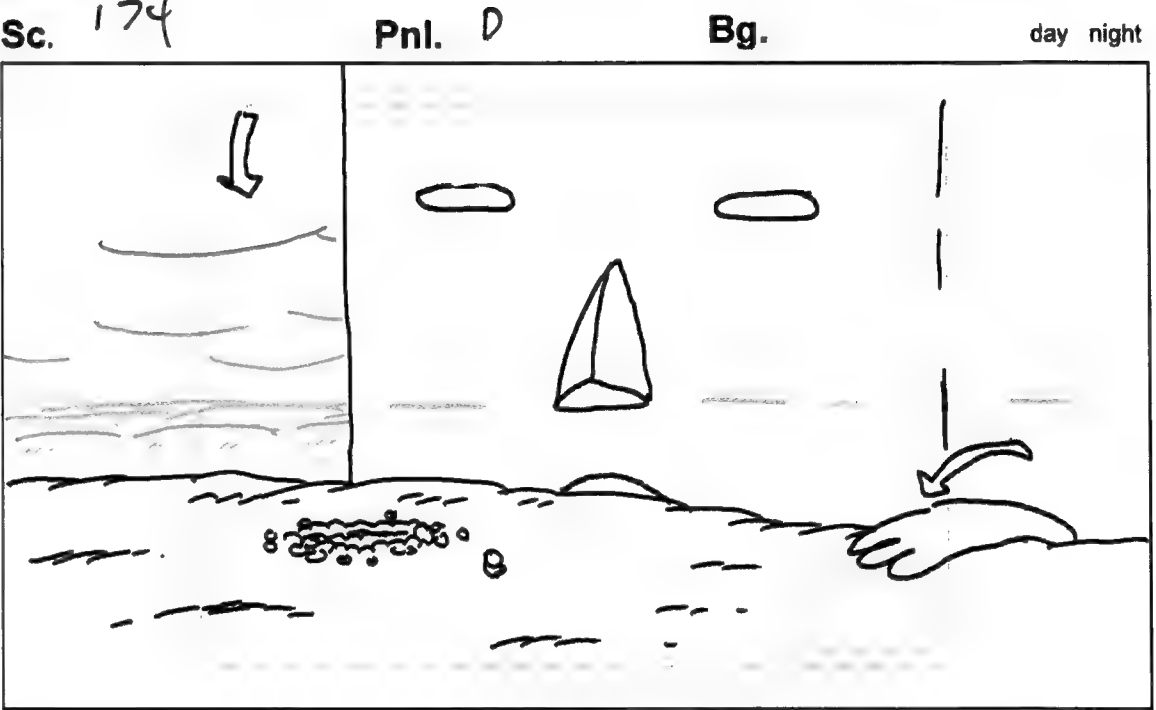
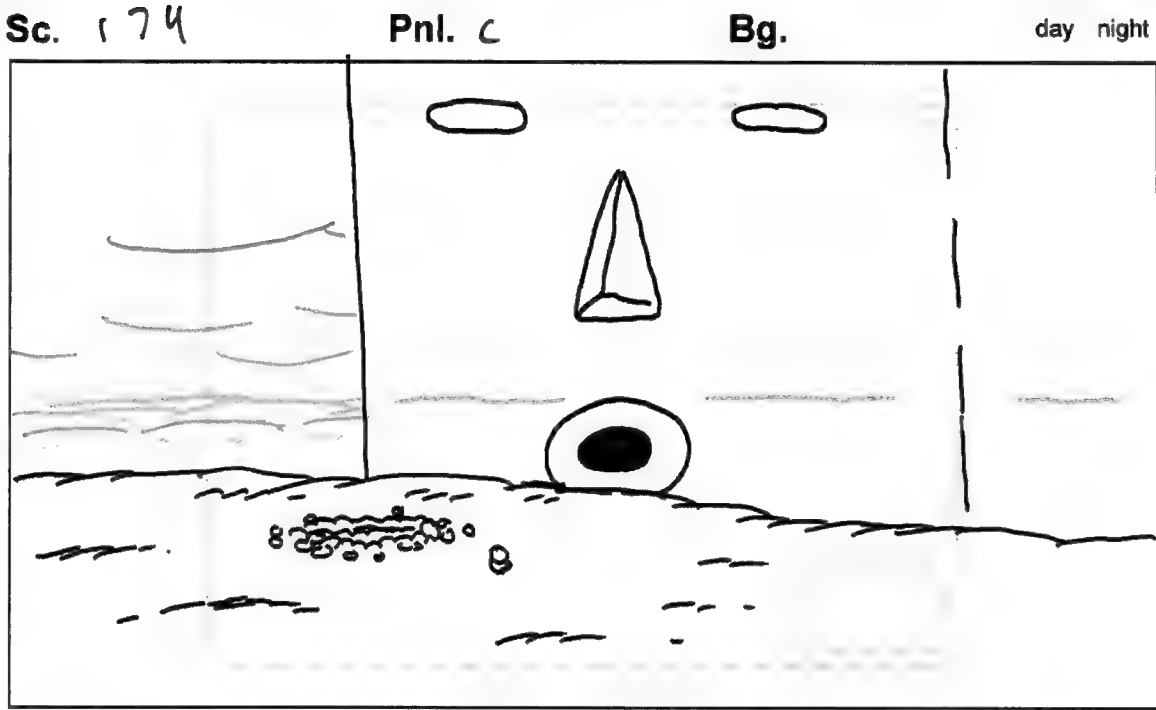
BOOM

Action:**Timing:****EPISODE #**

1025-195

Production :

ADVENTURE TIME



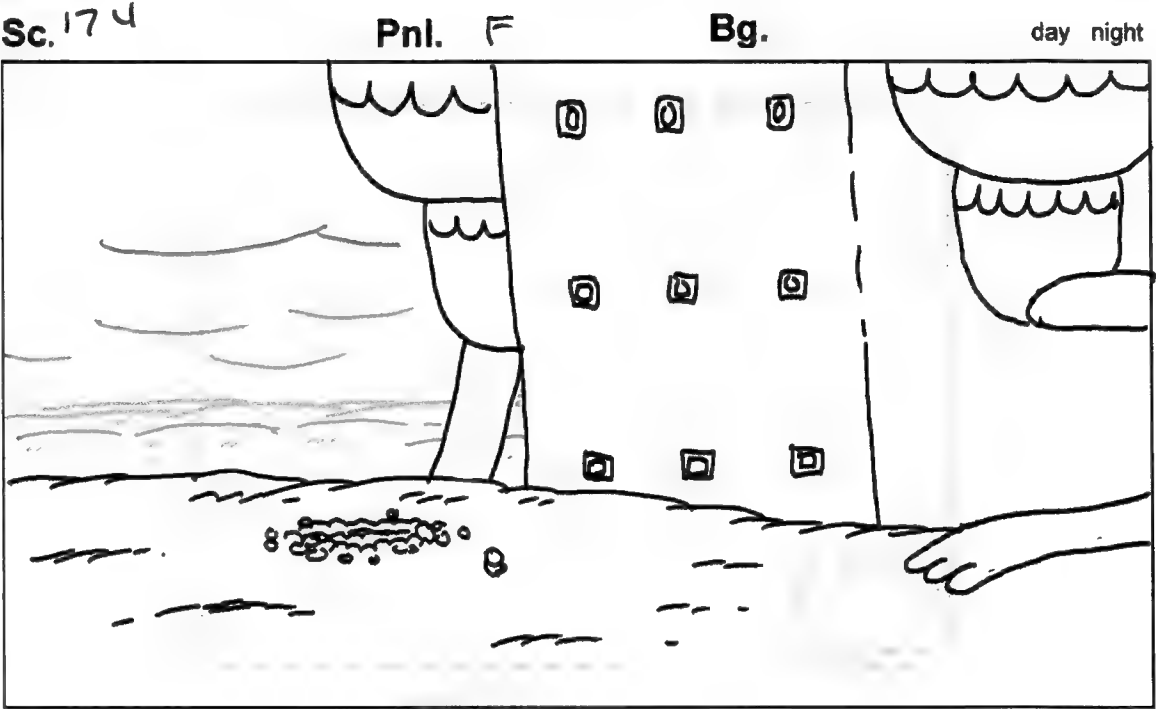
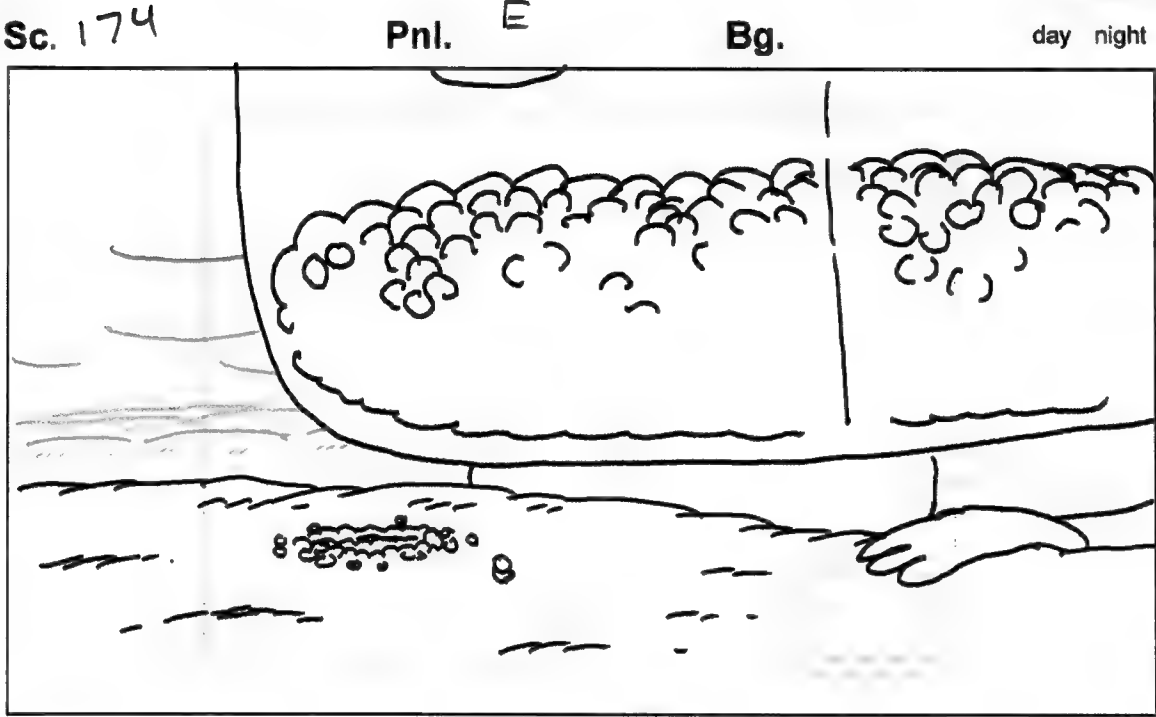
Dialog:
(P.B.G.) "WELCOME HOME STARCHY"

Action:

Timing:

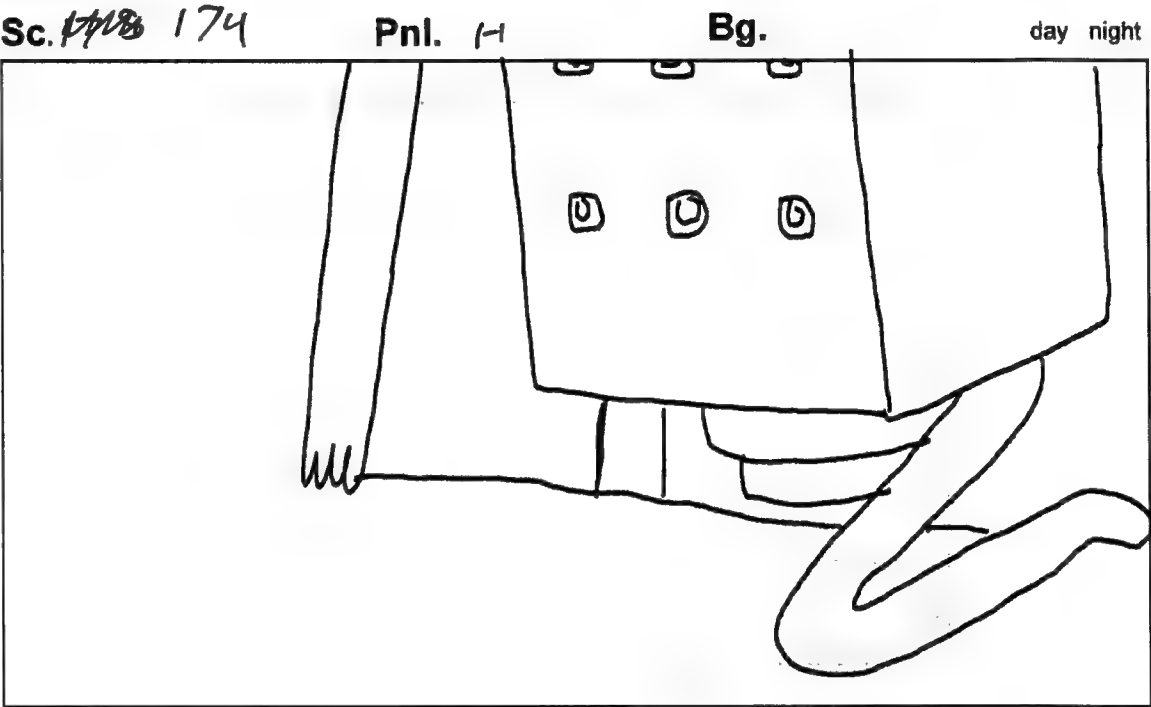
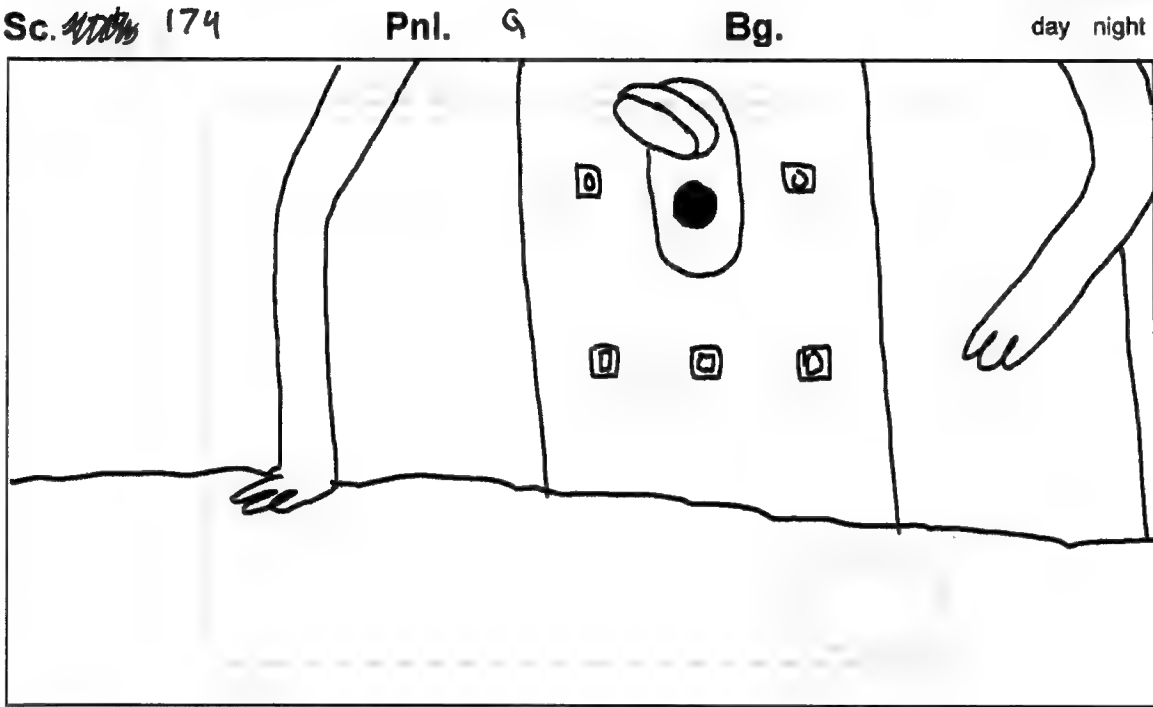
1025-195
EPISODE #
Production :

ADVENTURE TIME



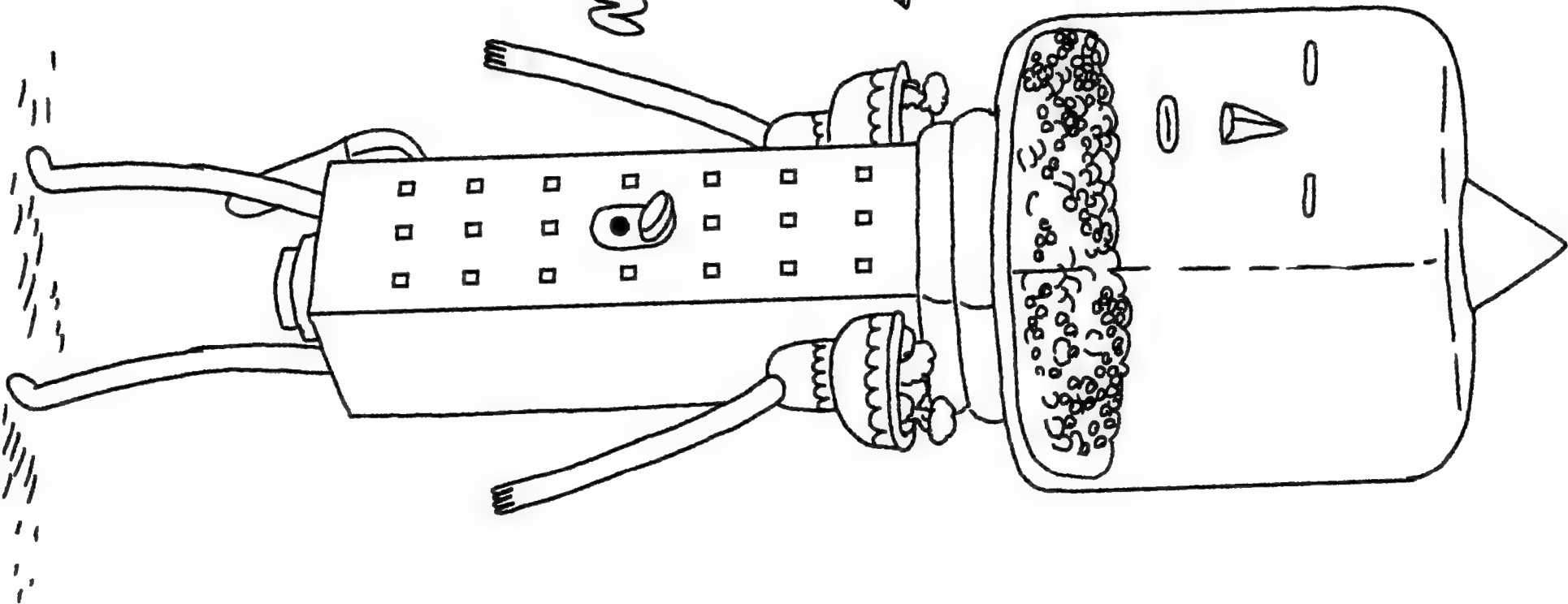
Dialog:
== RUSHING NOISES. ==
Action:
Timing:

ADVENTURE TIME



Dialog:
Action:
Timing:

ADVENTURE TIME



TREES
→

PRIZE-
BALL

GUARDIAN

V.
PANEL SIZE.

HAHA
IS THIS
TOO BIG.



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ADVENTURE TIME



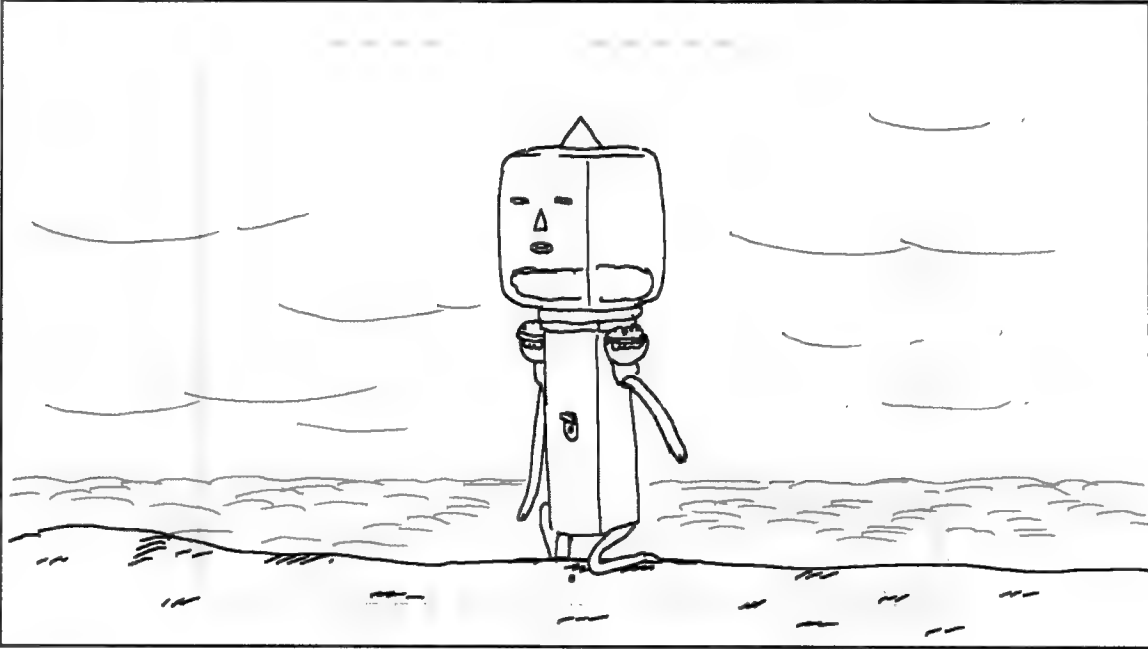
Page 251

Sc. 175

Pnl. A

Bg.

day night

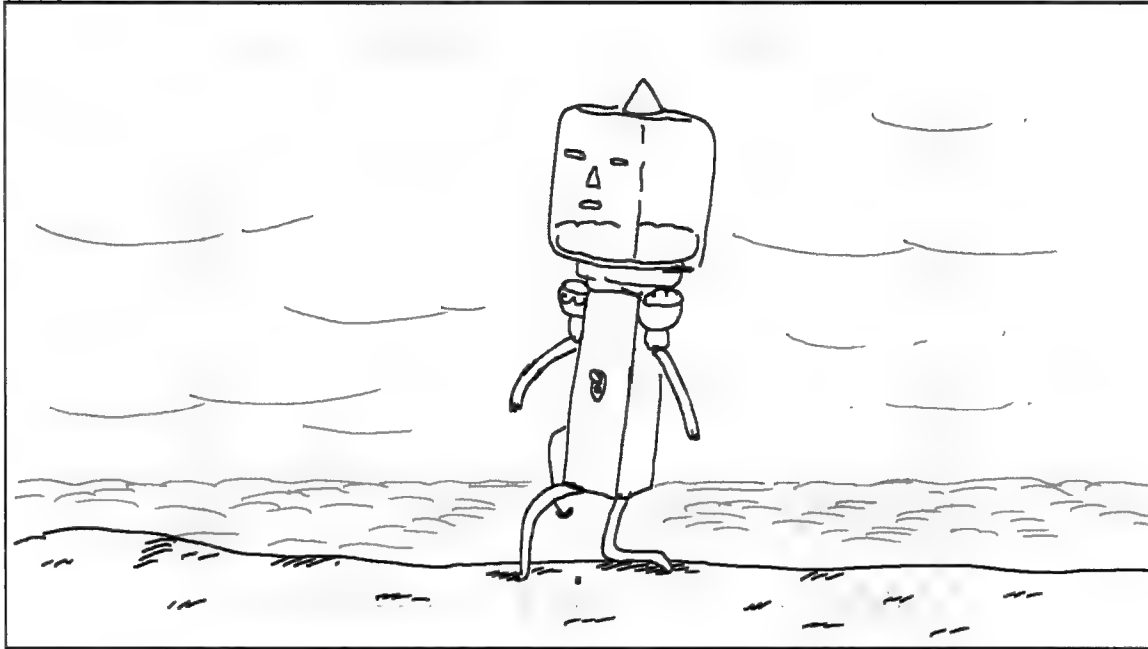


Sc. 175

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

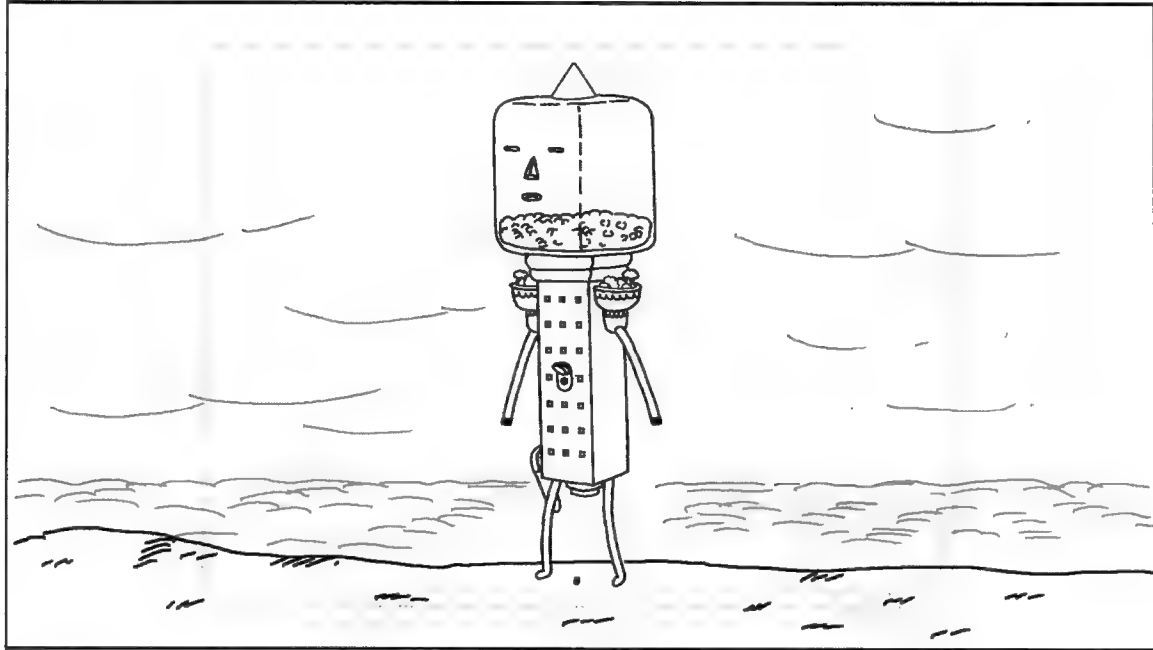
EPISODE # 1025-195
Production :

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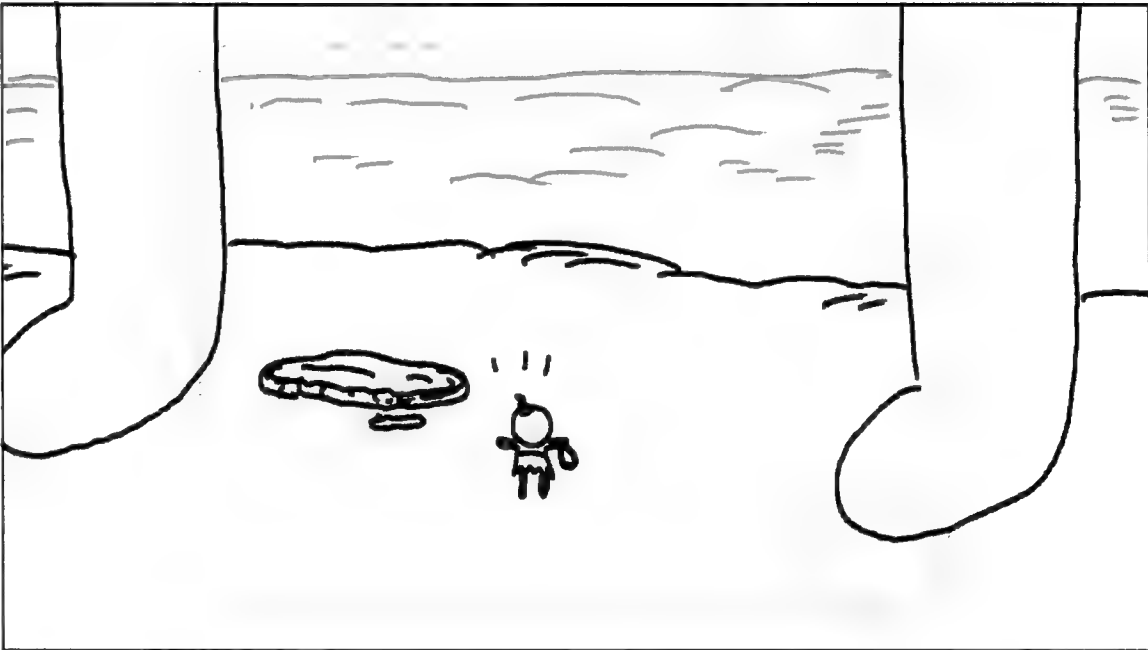
ADVENTURE TIME



Sc. 179 Pnl. 2 Bg. day night



Sc. 176 Pnl. 4 Bg. day night

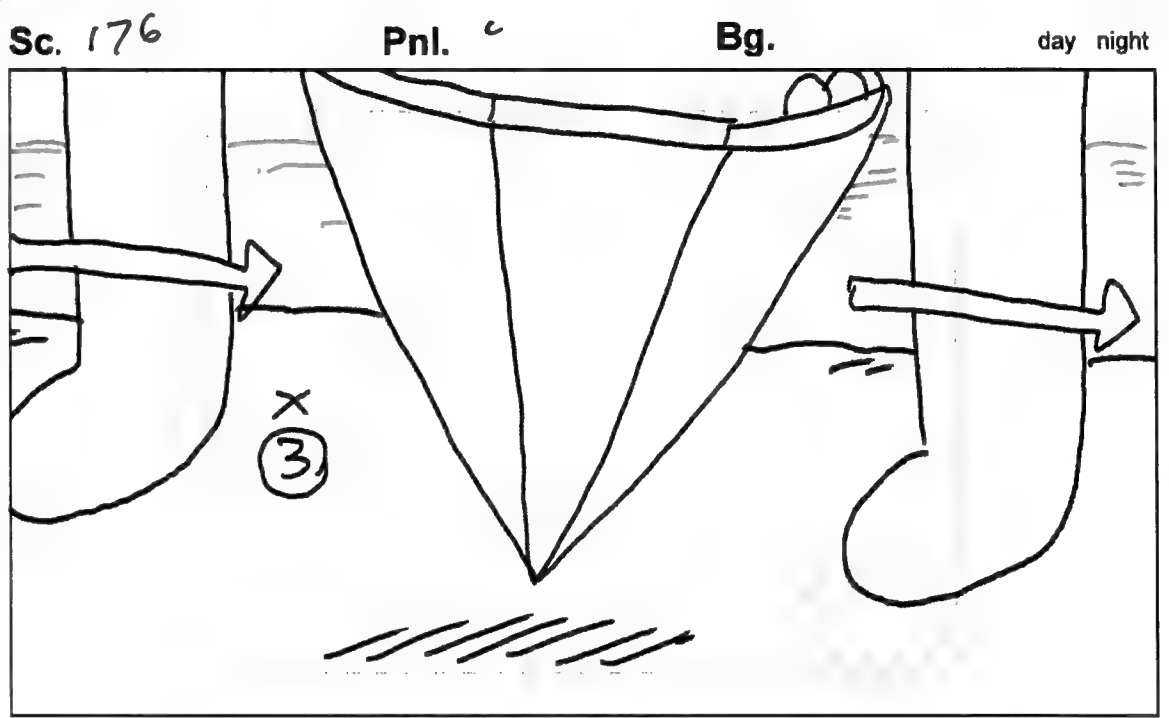
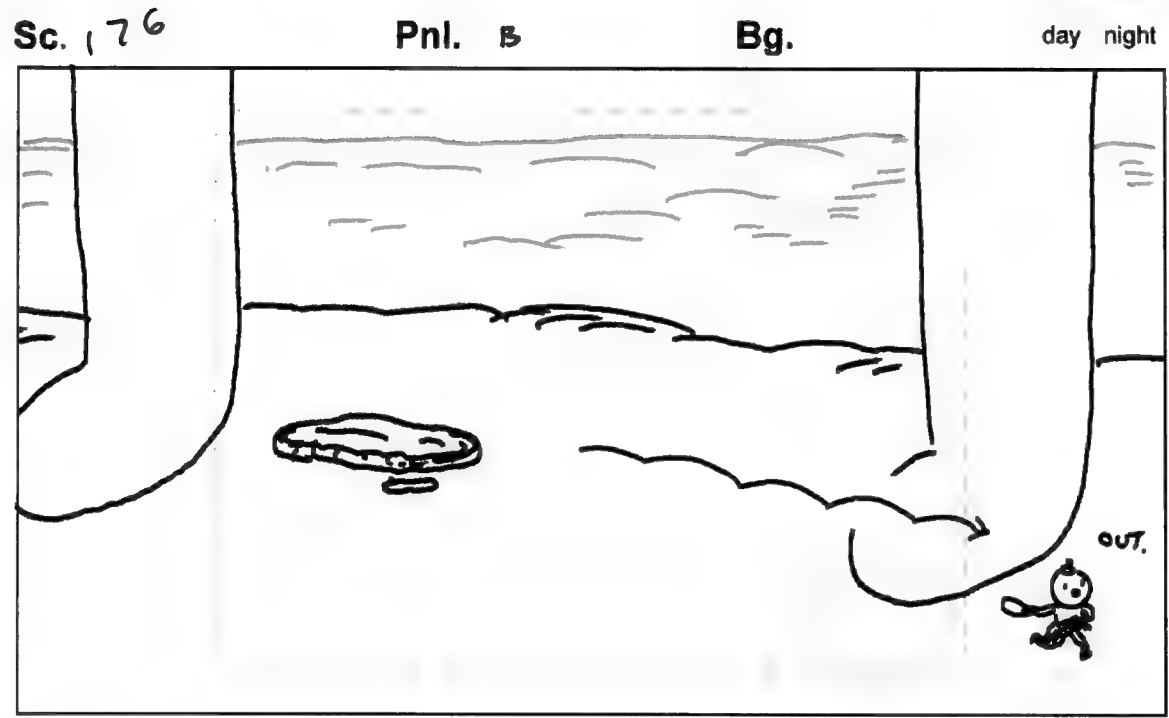
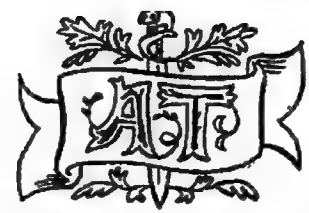


Dialog:	Q NEVER MIND !!!
Action:	
Timing:	

EPISODE # 1025-195
Production :

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ADVENTURE TIME

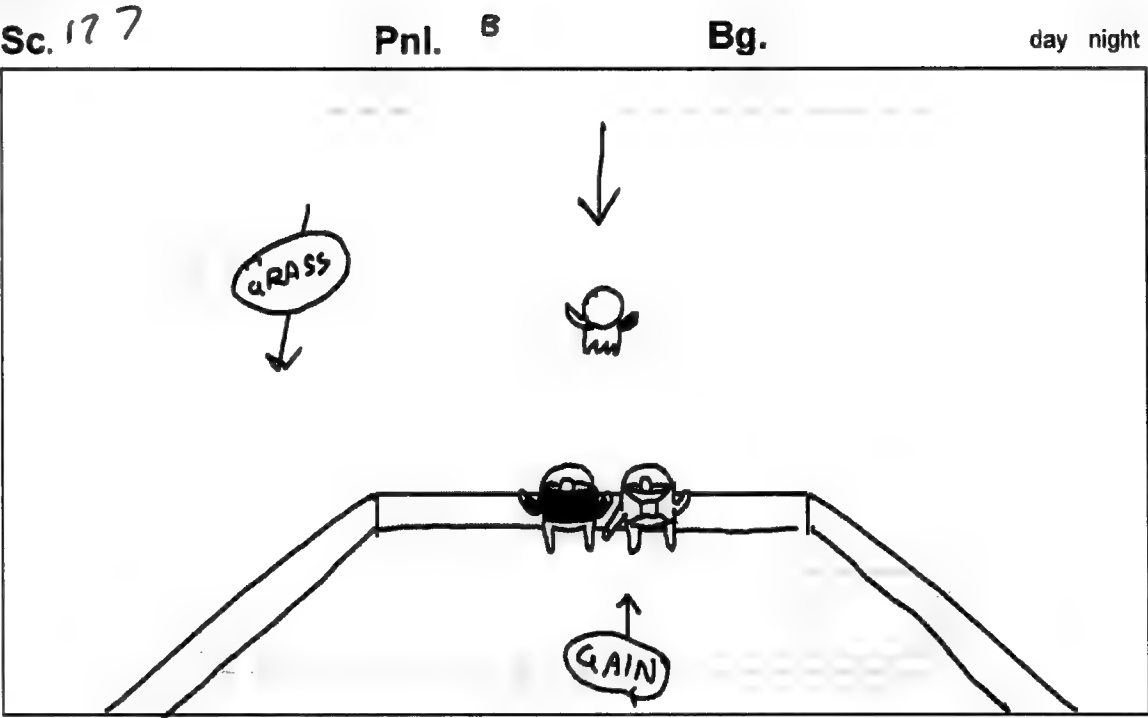
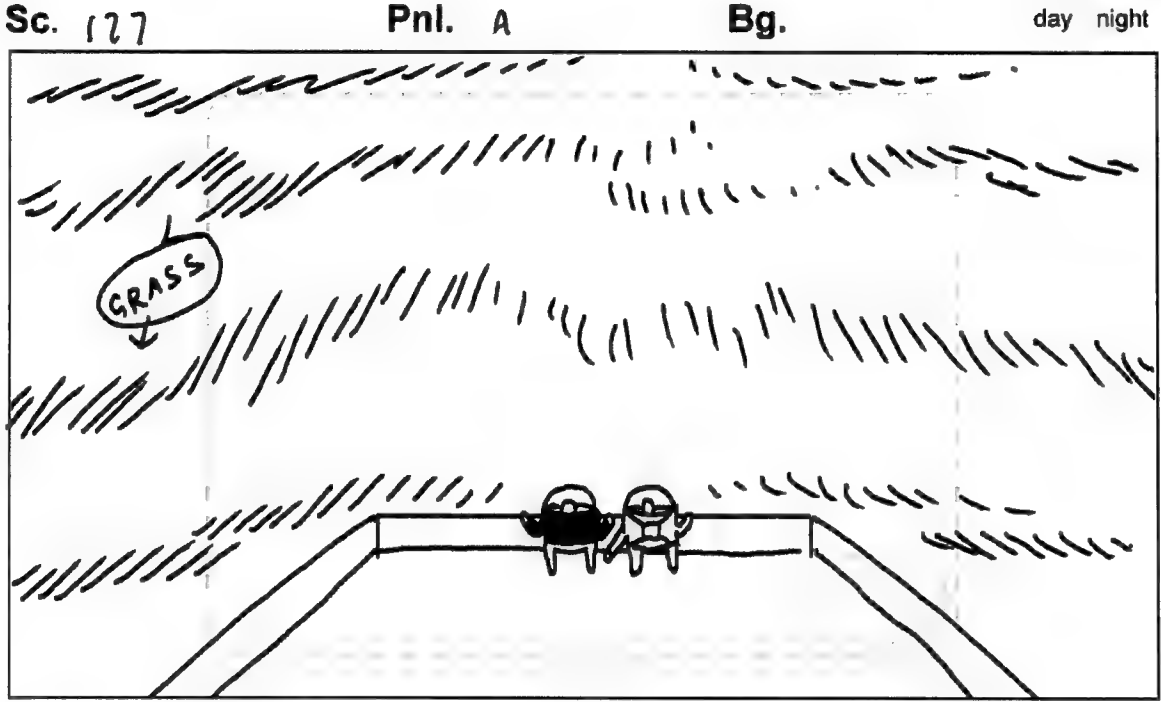


Dialog:	(SFX) WOOSH WOOSH WOOSH
Action:	
Timing:	

EPISODE # 1025-195
Production :

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ADVENTURE TIME



Dialog:

W O O O O S H

Action:

THIS SCENE COULD MAYBE GET SCICED!

Timing:

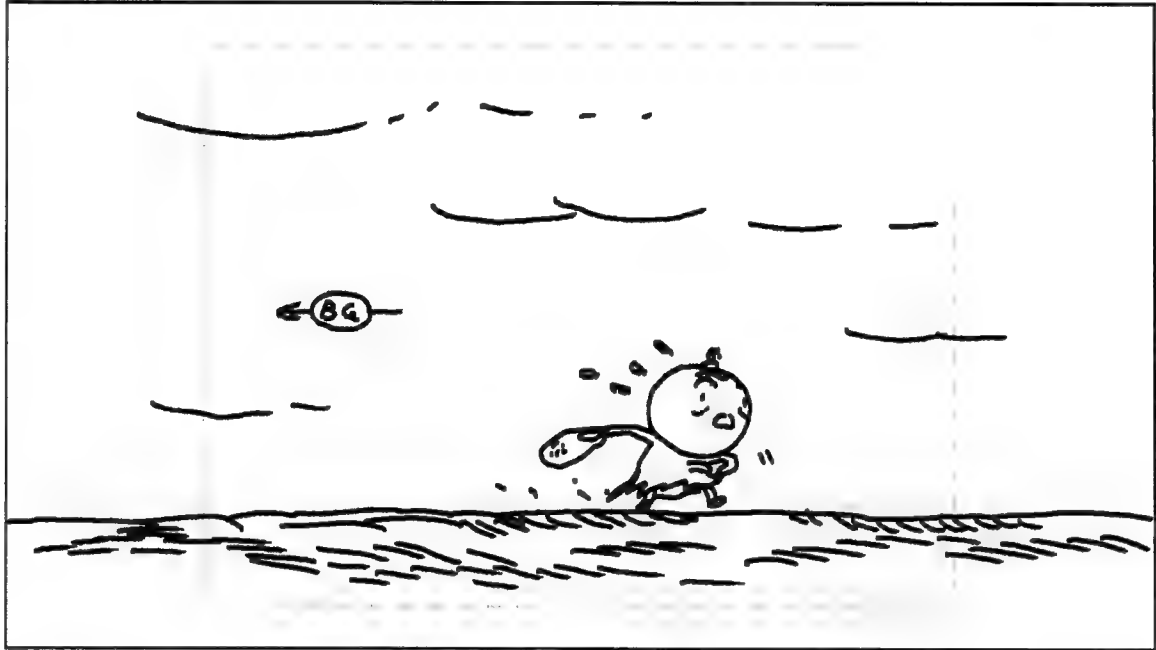
1025-195
EPISODE #
Production :

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ADVENTURE TIME



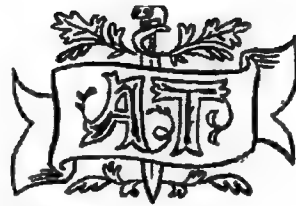
Sc. 178 Pnl. A Bg. day night Sc. 178 Pnl. B Bg. day night



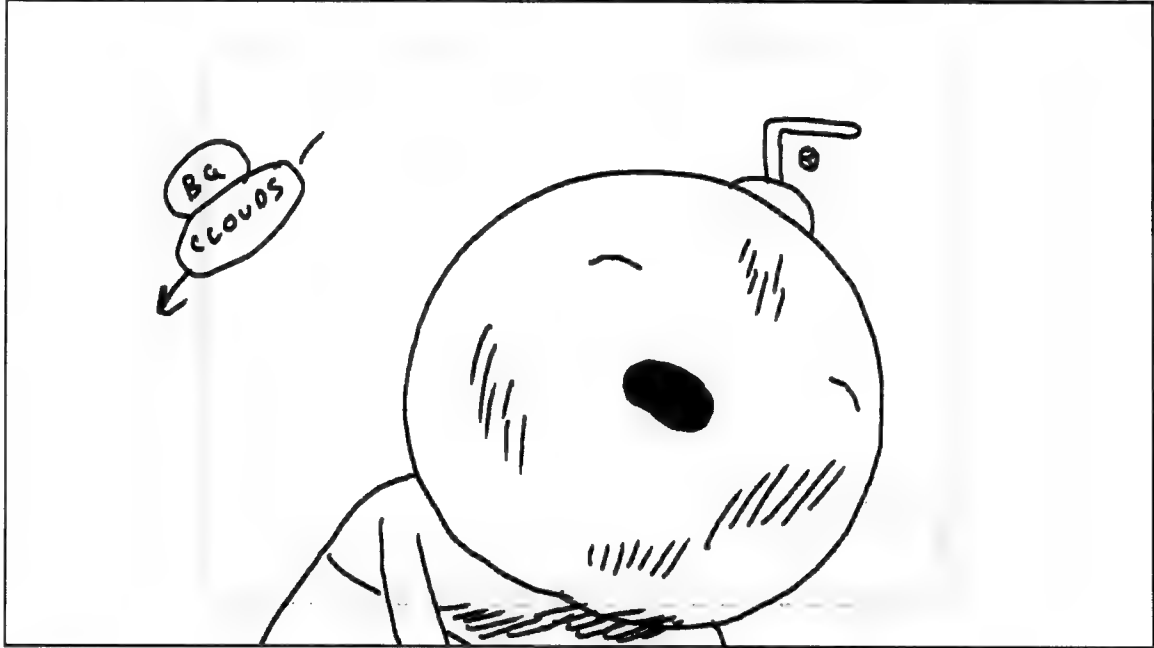
Dialog:	EE! EE! EE! EE! (SFX) PRSHOW!
Action:	
Timing:	

EPISODE # 1025-195
Production :

ADVENTURE TIME



Sc. 179 A Pnl. A Bg. day night Sc. 179 A Pnl. B Bg. day night



Dialog:
Action:
Timing:

FLYING THRU THE AIR.

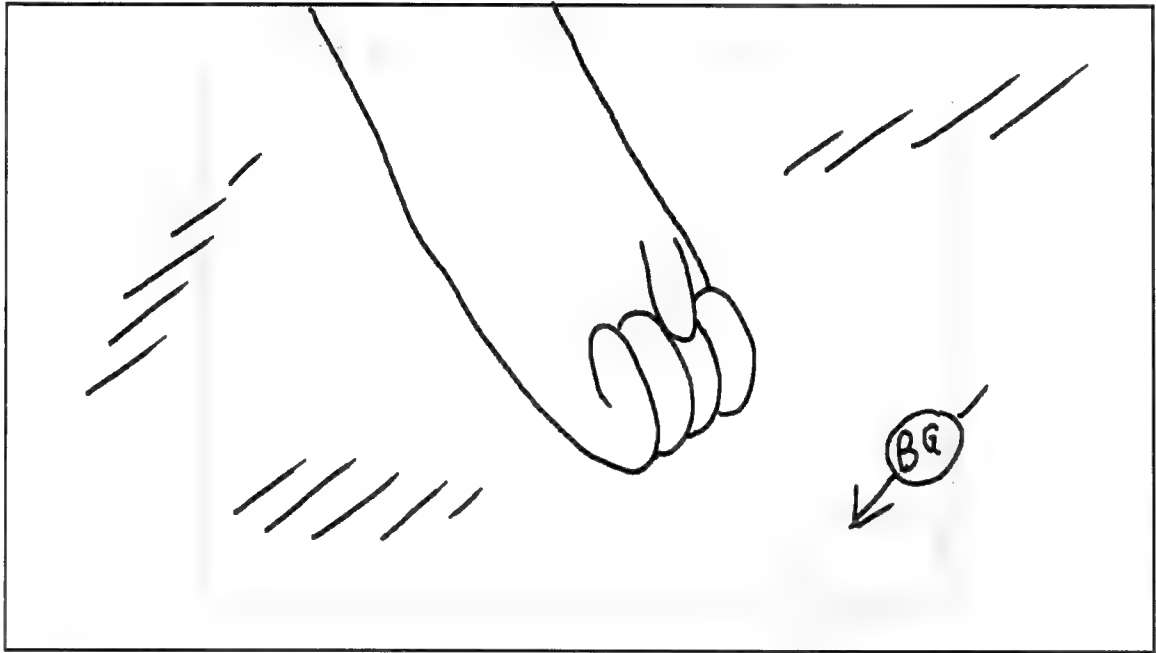
EPISODE # 1025-195
Production :

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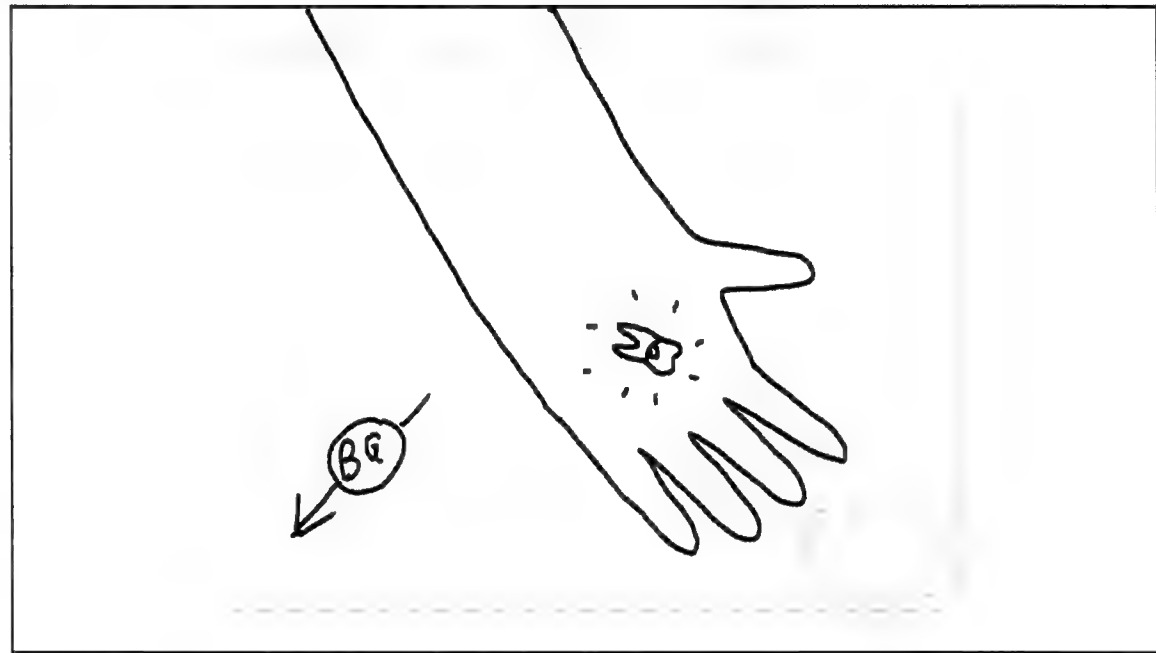
ADVENTURE TIME



Sc. 179 B Pnl. A Bg. day night



Sc. 179 B Pnl. B Bg. day night



Dialog:

Action:
CUBER'S HAND.

Timing:

EPISODE # 1025-195
Production :

ADVENTURE TIME

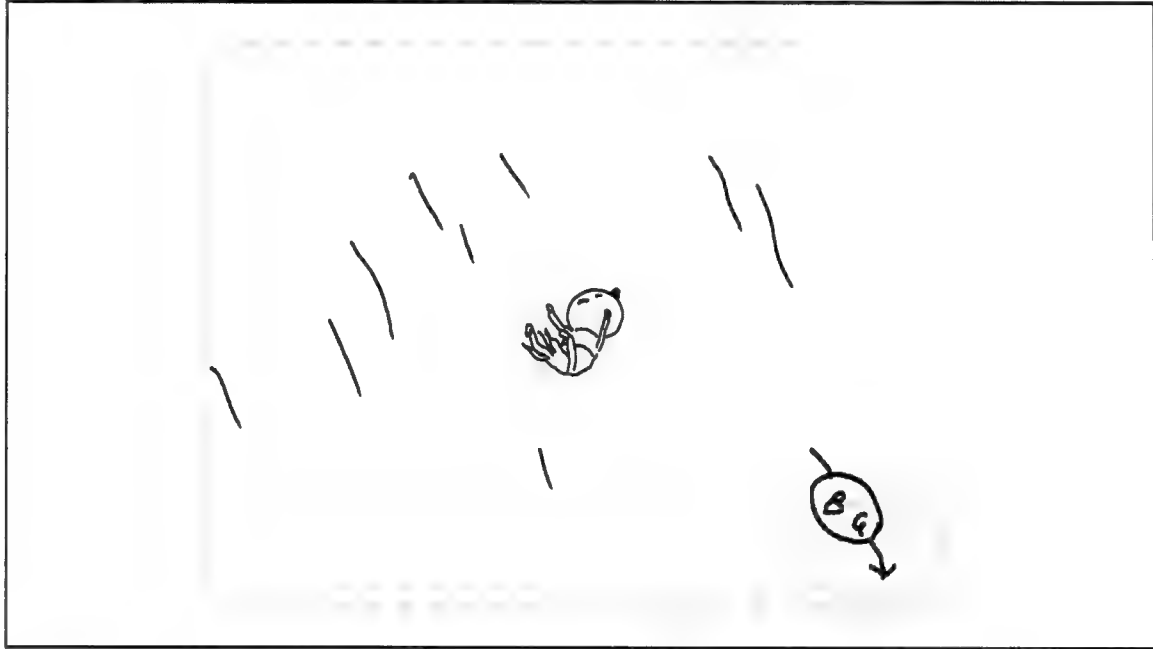


Sc. 180

Pnl. A

Bg.

day night

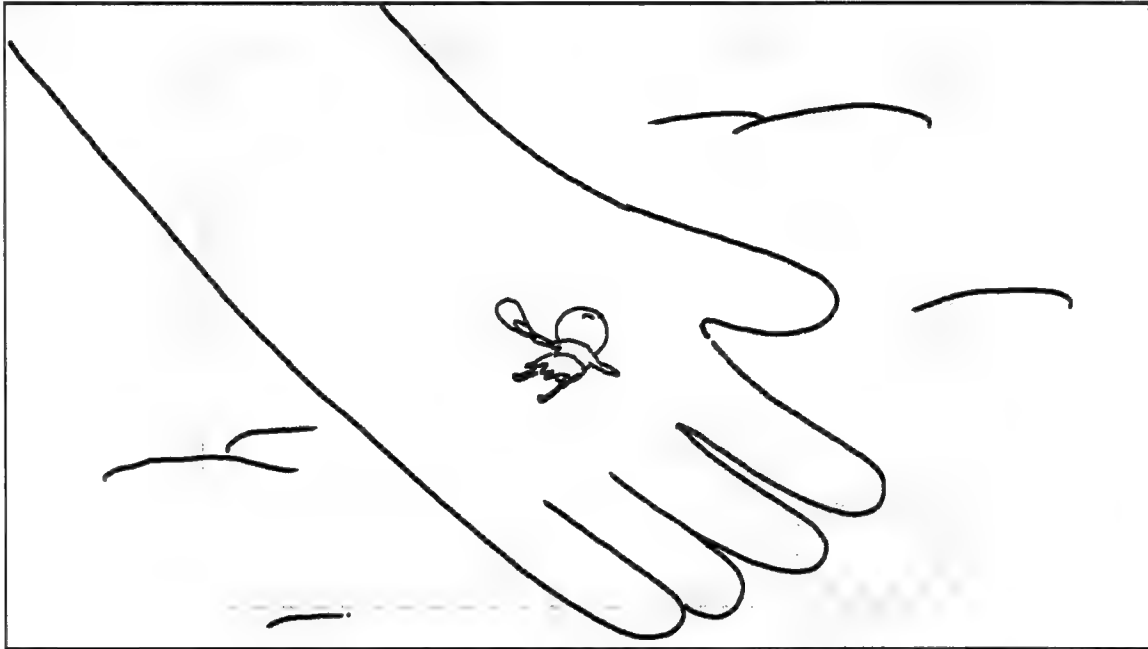


Sc. 180

Pnl. 5

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 1025-195

Production :

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ADVENTURE TIME

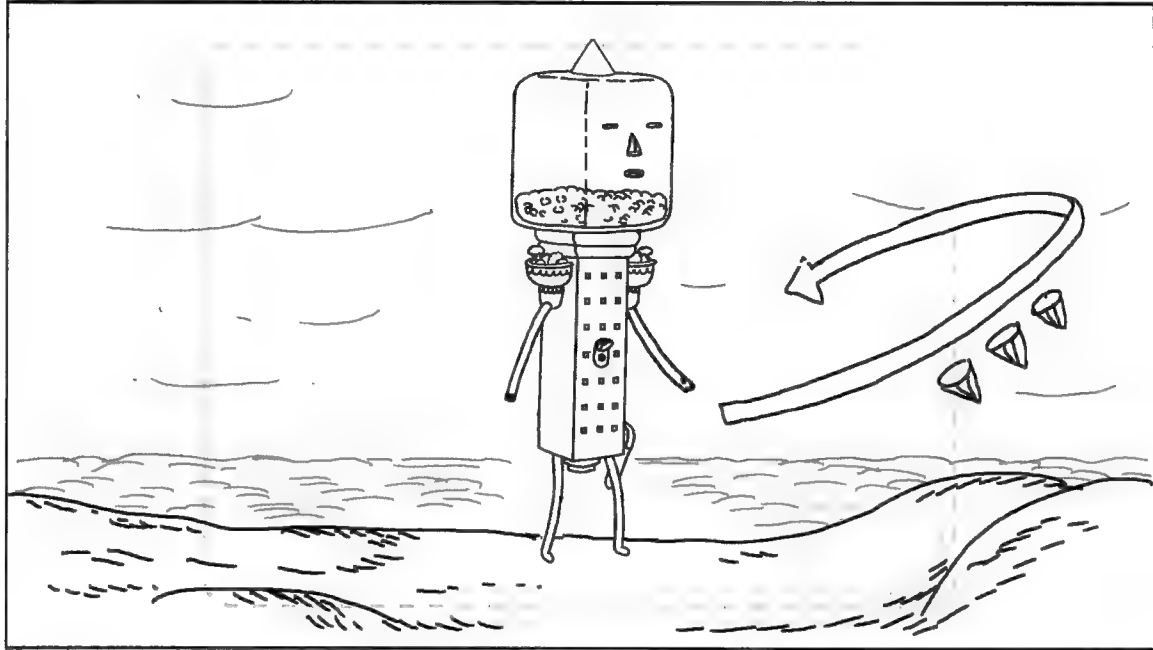


Sc. 181

Pnl. A

Bg.

day night

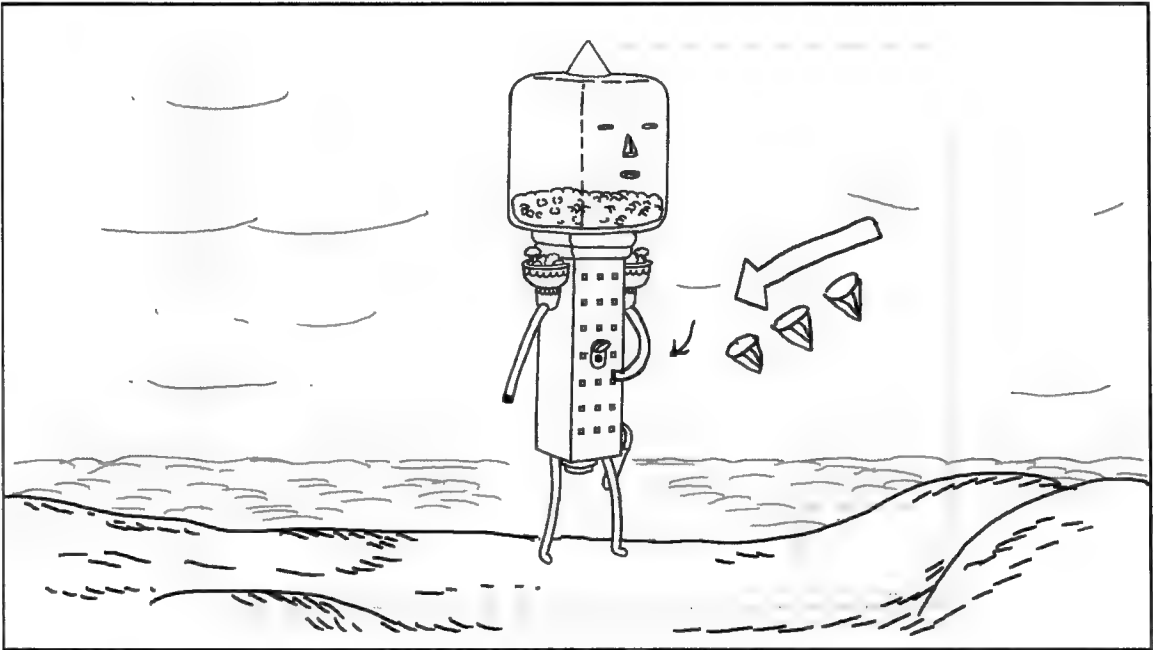


Sc. 181

Pnl. B

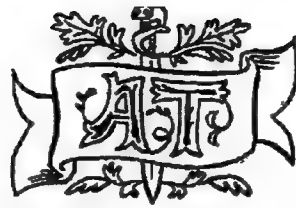
Bg.

day night



Dialog:
Action:
Timing:

ADVENTURE TIME

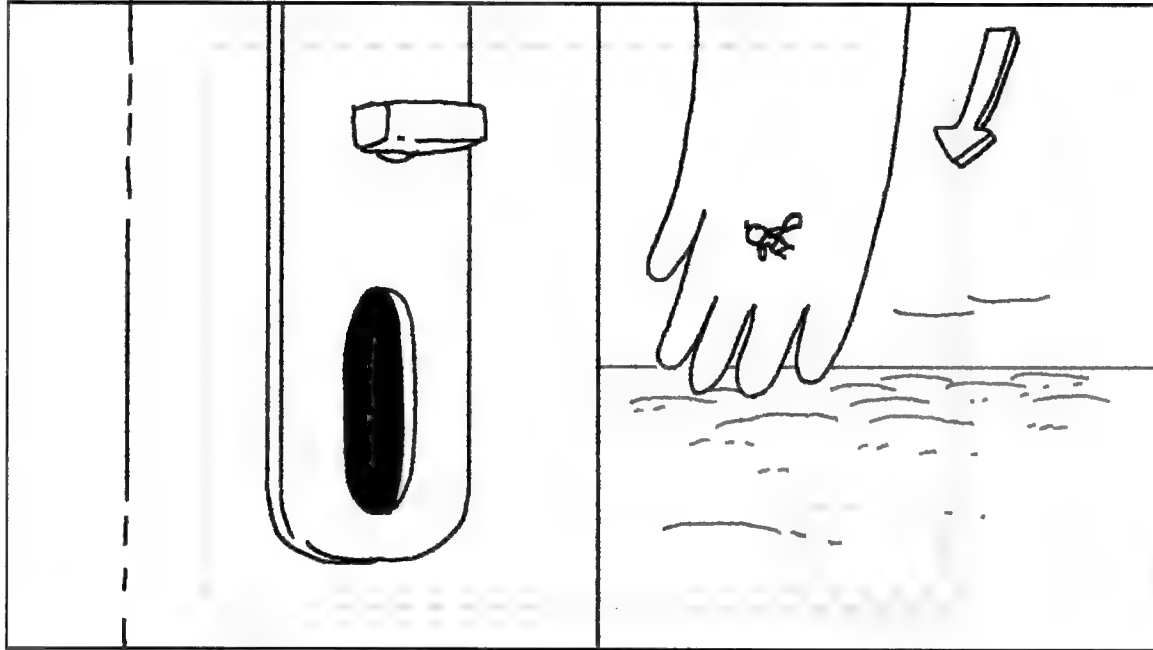


Sc. 182

Pnl. A

Bg.

day night

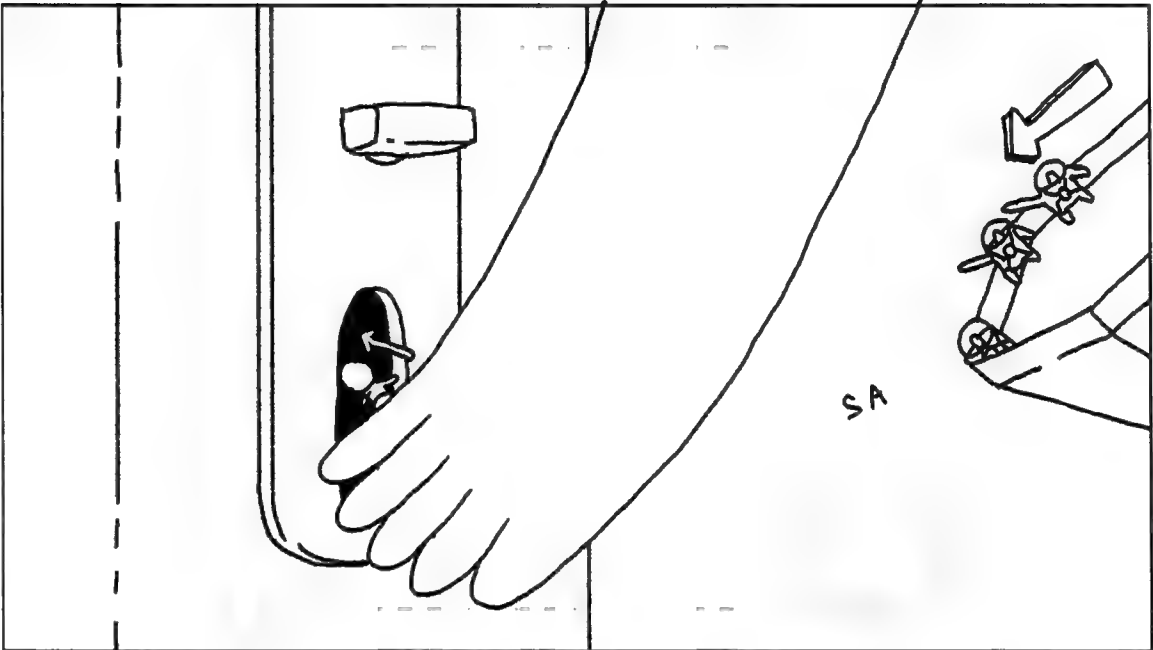


Sc. 182

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

PUTS CUBE IN THE HOLE.

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ADVENTURE TIME



Sc. 182	Pnl. c	Bg.	day night	Sc. 182	Pnl. D	Bg.	day night

Dialog:	(SFX) WOOSH! WOOSH! WOOSH!		
Action:	THREE SHIPS WOOSH BY TWO ALIENS JUMP OUT OF		
Timing:	THE FIRST SHIP.		
		THREE SHIPS	
			(SFX) CHUK

EPISODE # 1025-195
Production :

ADVENTURE TIME

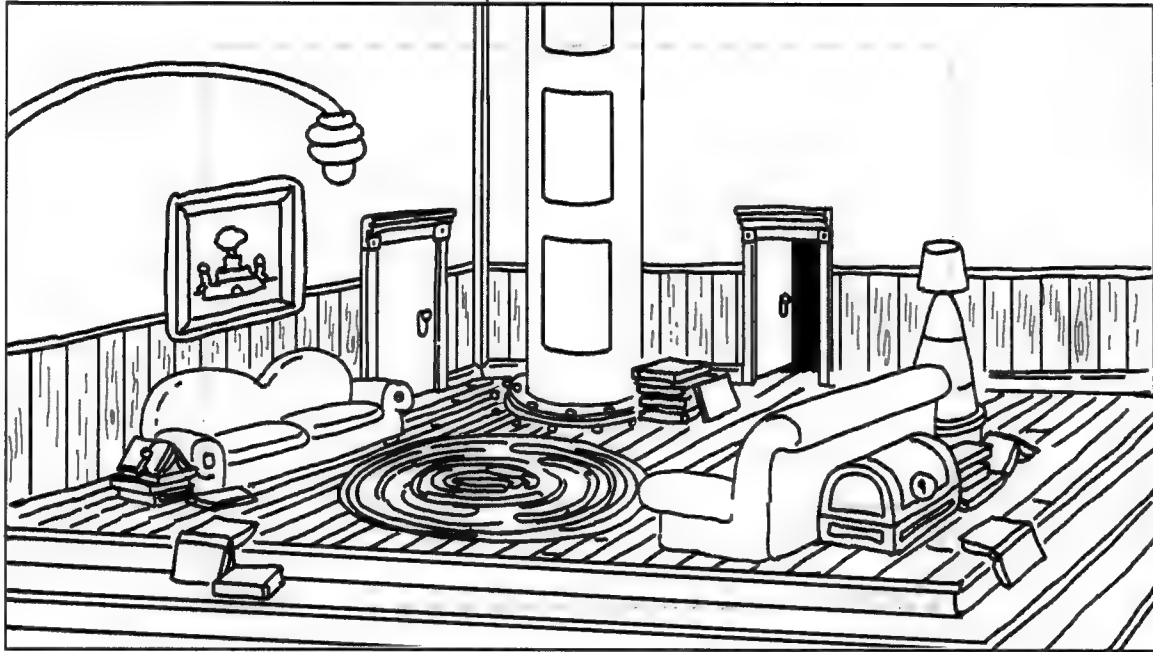


Sc. 183

Pnl. A

Bg.

day night

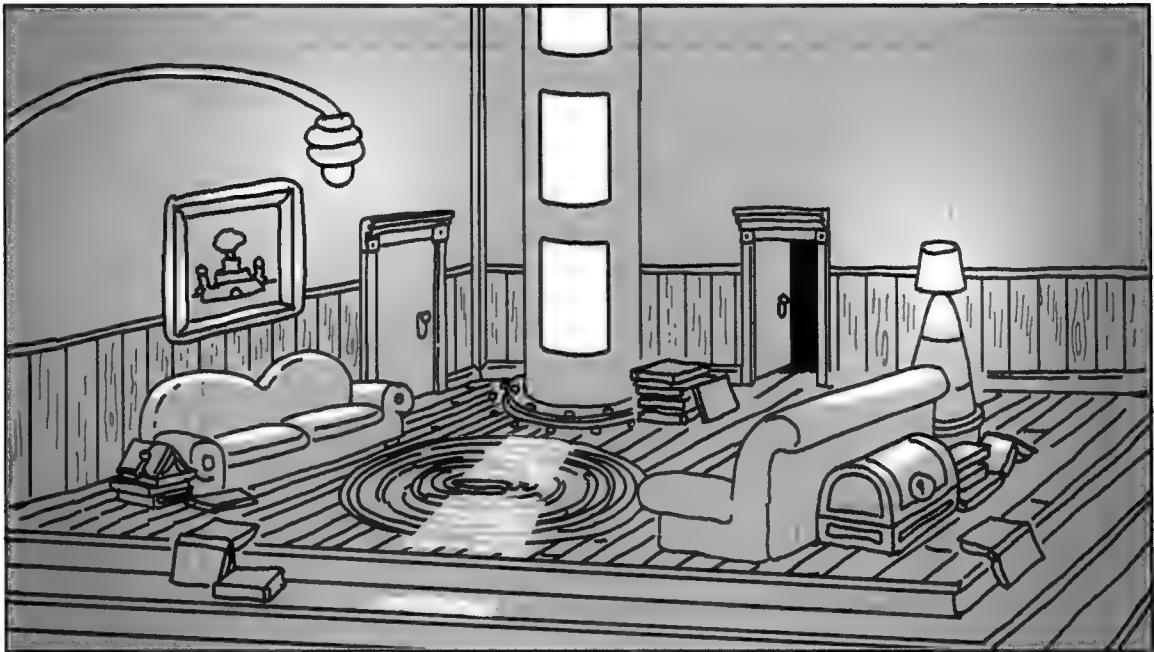


Sc. 183

Pnl. B

Bg.

day night



Dialog:

Action:

- COZY WITH CANDY ELEMENTS
- BOOKS EVERYWHERE.

MYSTERIOUS TONES.

Timing:

KEY



FOR THIS
CHEST



EPISODE # 1025-14S

Production :

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ADVENTURE TIME

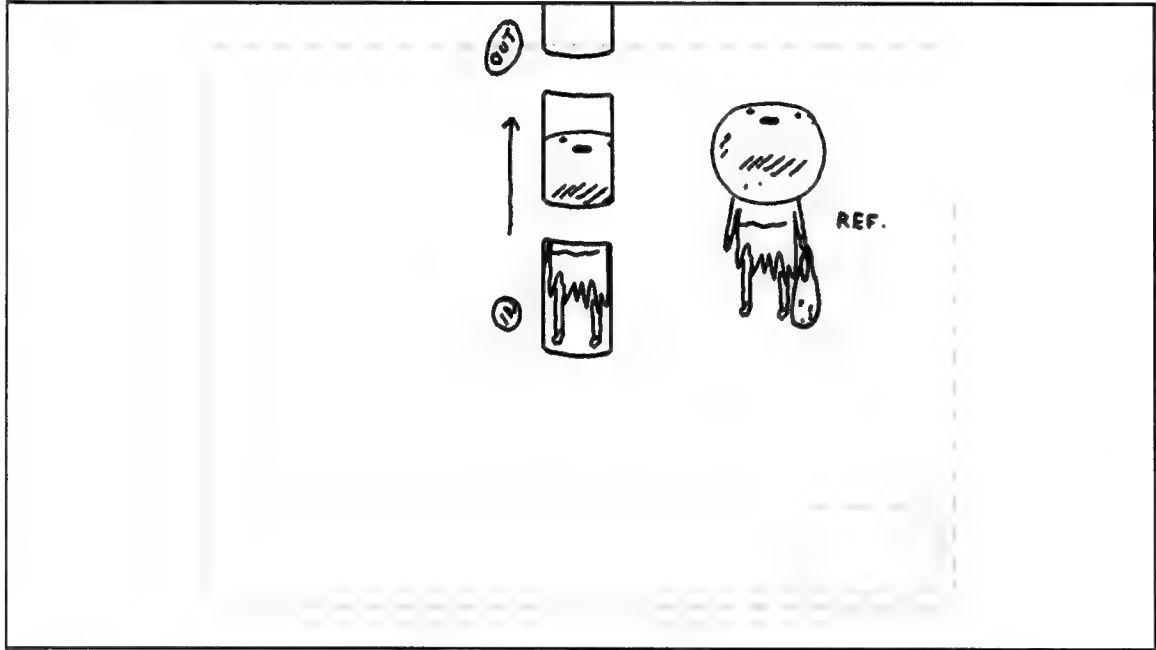


Sc. 183

Pnl. C

Bg.

day night

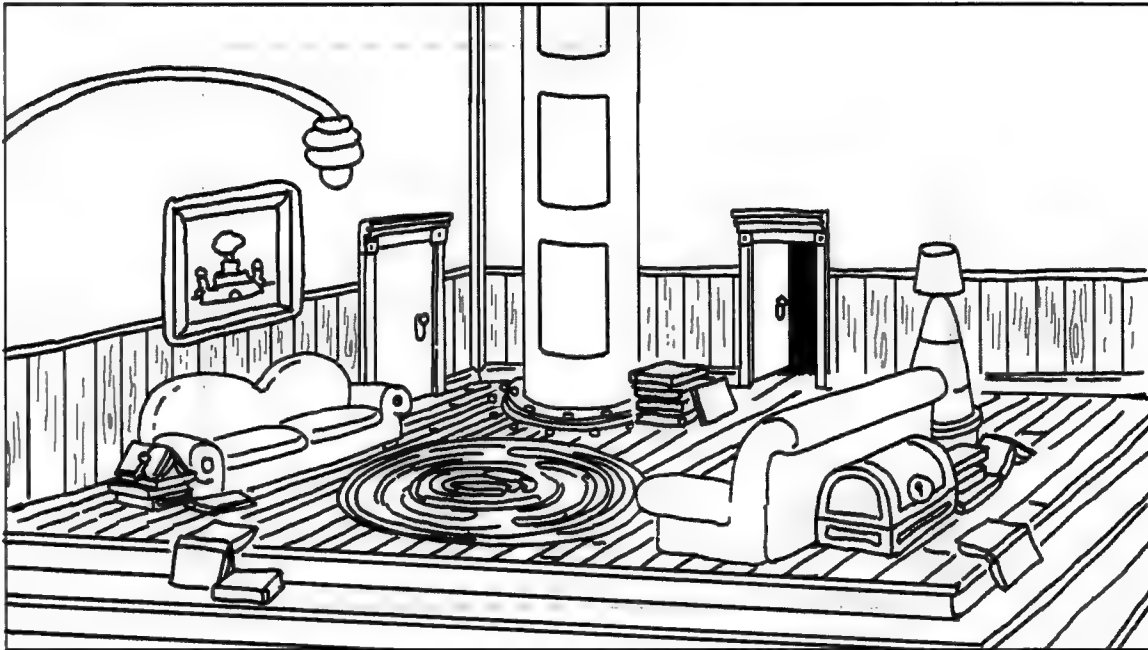


Sc. 183

Pnl. D

Bg.

day night



Dialog:	(SPK) SHUMP!
Action:	
Timing:	

Production : 1025-195 EPISODE #

ADVENTURE TIME



Sc. 183

Pnl. ε

Bg.

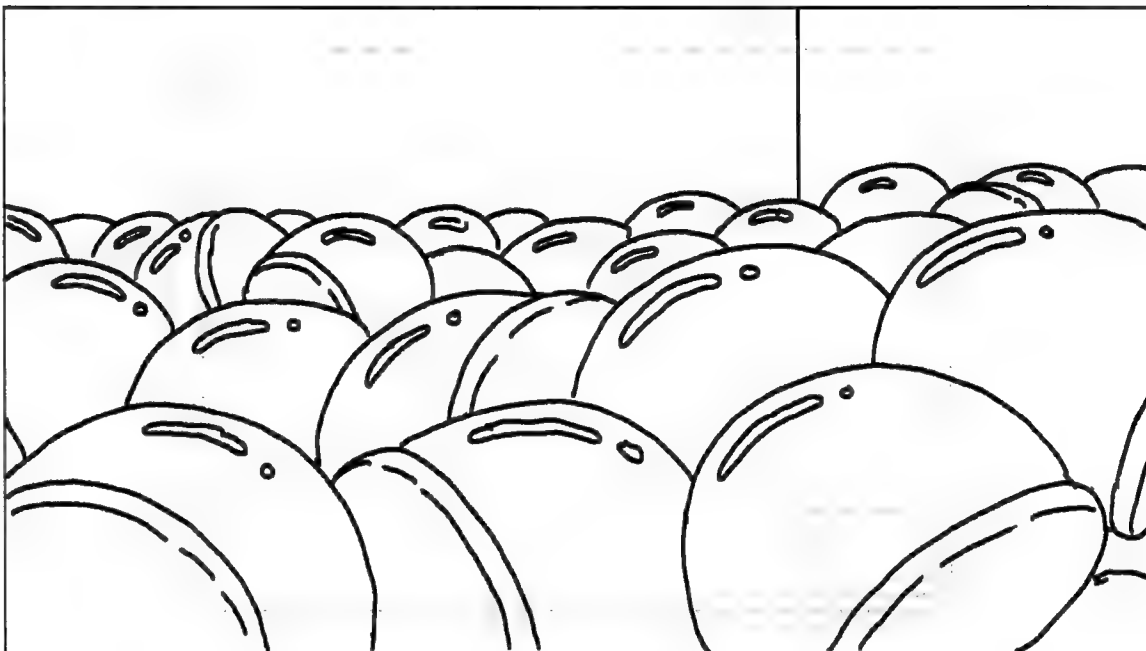
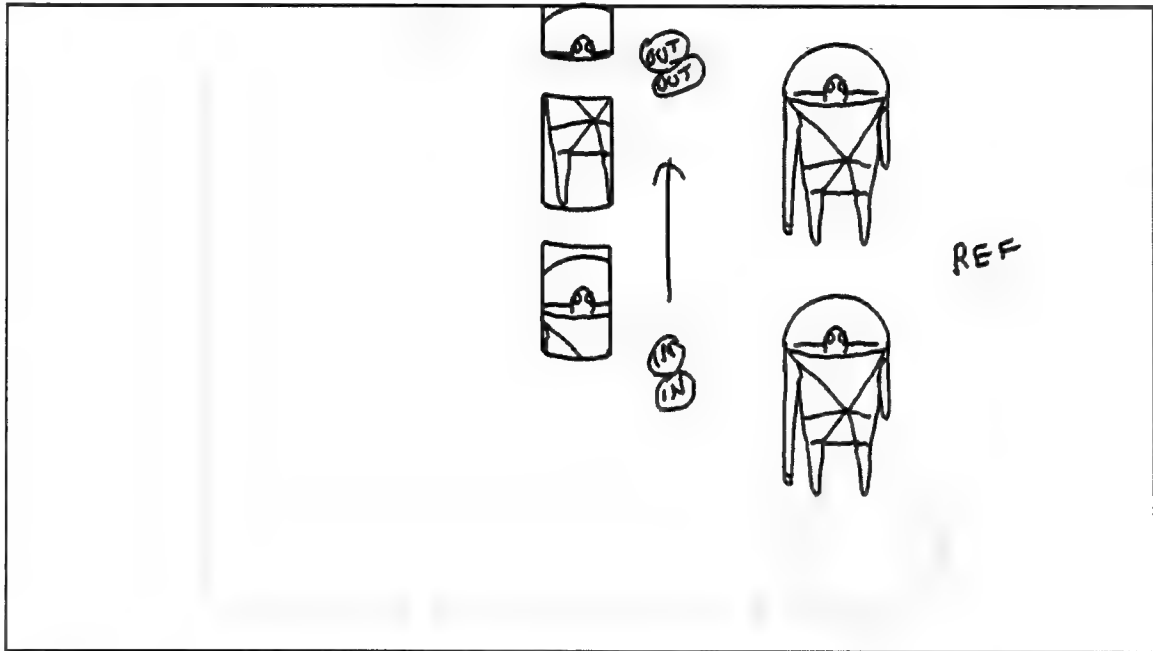
day night

Sc. 184

Pnl. A

Bg.

day night



Dialog:	<p>(SFX) SHUMP! SHUMP!</p>
Action:	
Timing:	

1025-195

EPISODE #

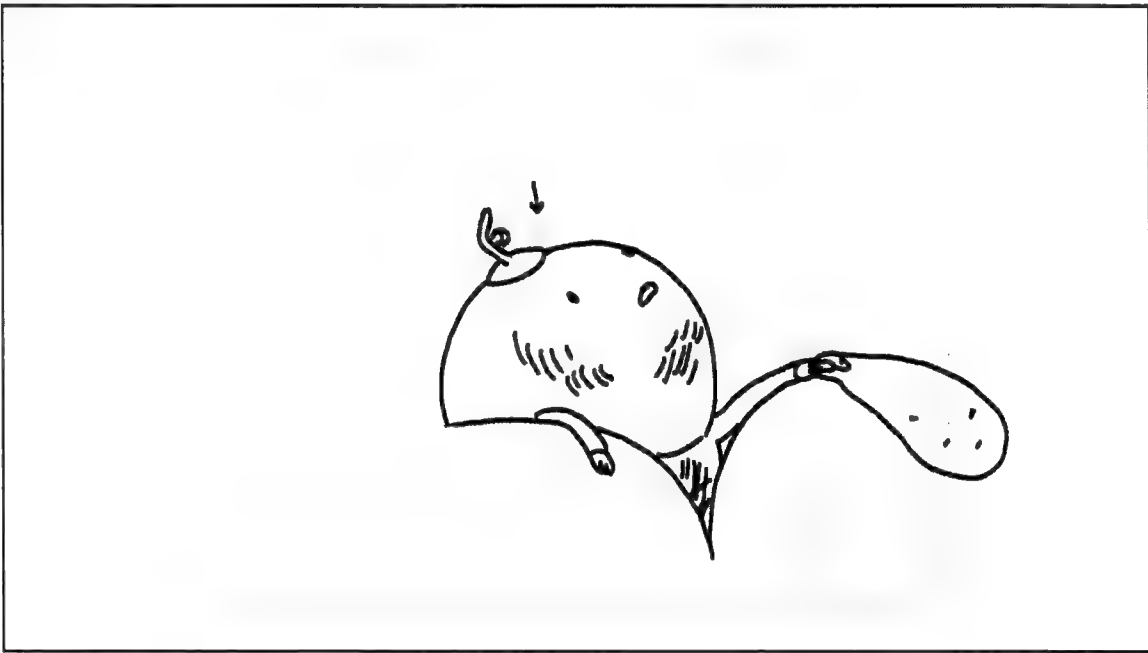
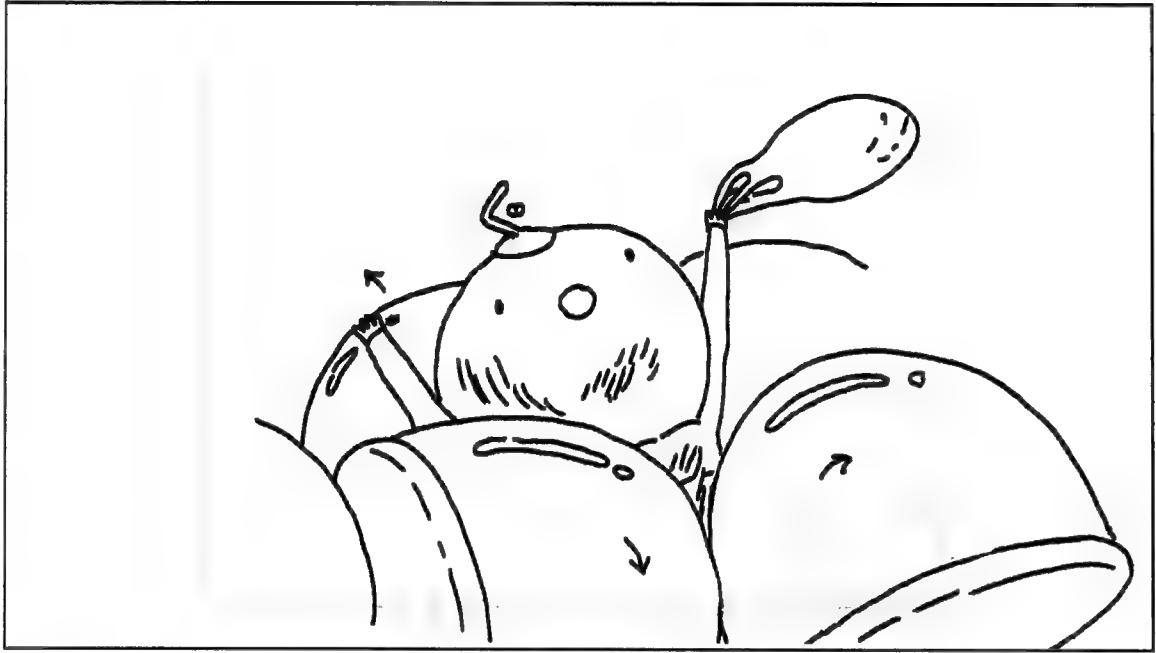
Production :

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ADVENTURE TIME



Sc. 184 Pnl. B Bg. day night Sc. 184 Pnl. C Bg. day night



Dialog:
C/ HUUUUH!!!
SPX/ LIKE A BALL PIT.
C/ HUH!!

Action:
POP!

Timing:

EPISODE # 1025-195
Production :

ADVENTURE TIME

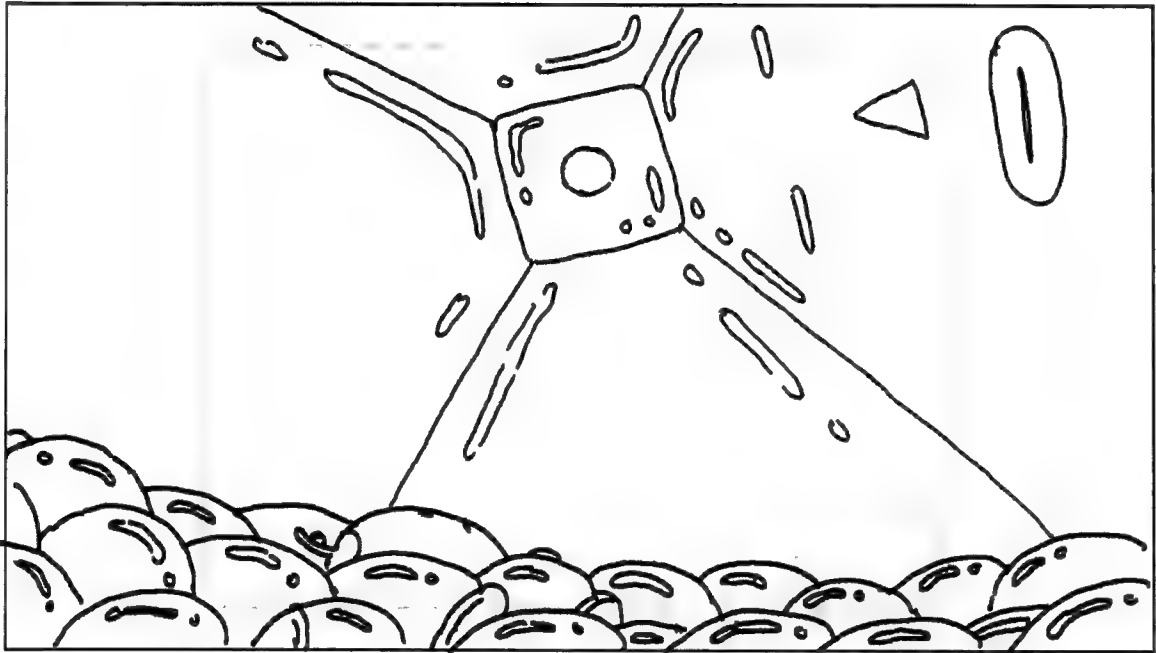


Sc. 185

Pnl. A

Bg.

day night

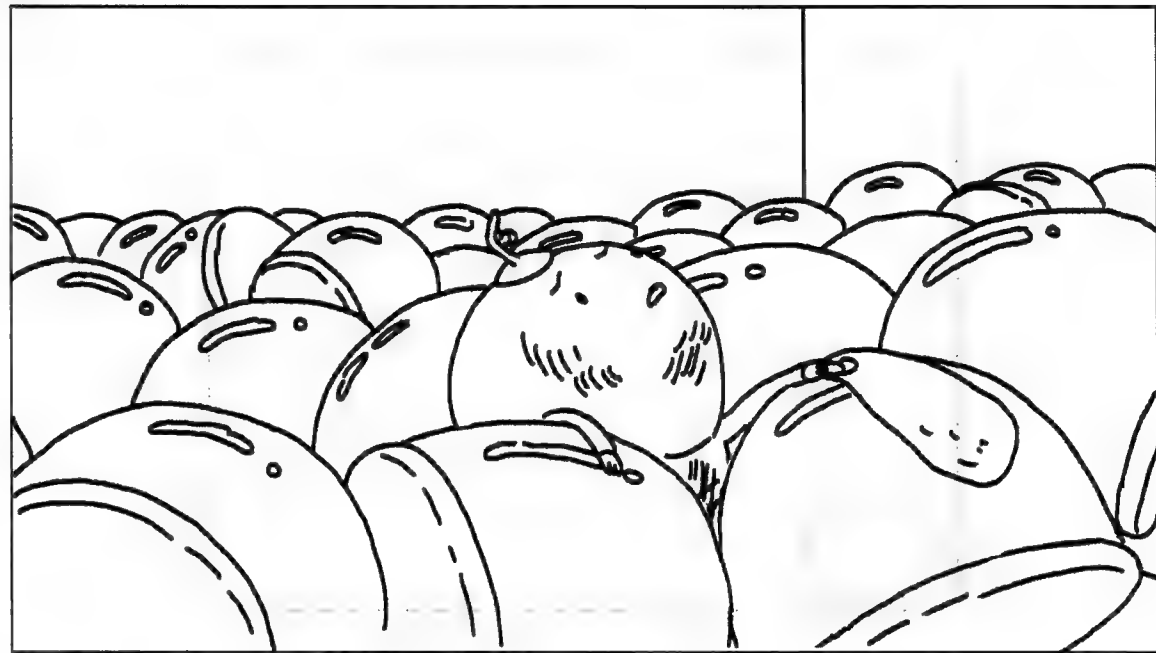


Sc. 186

Pnl. A

Bg.

day night

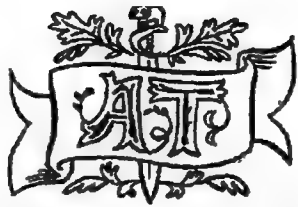


Dialog:
Action:
Timing:

EPISODE # 1025-195
Production :

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ADVENTURE TIME



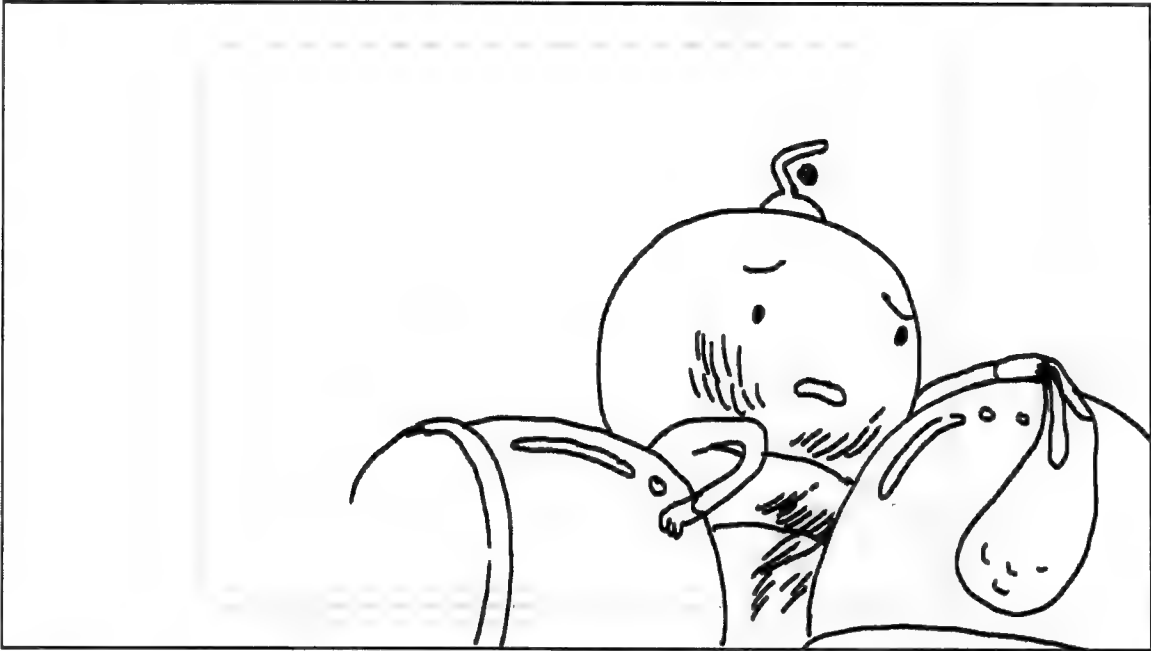
Page 267

Sc. 186

Pnl. 6

Bg.

day night

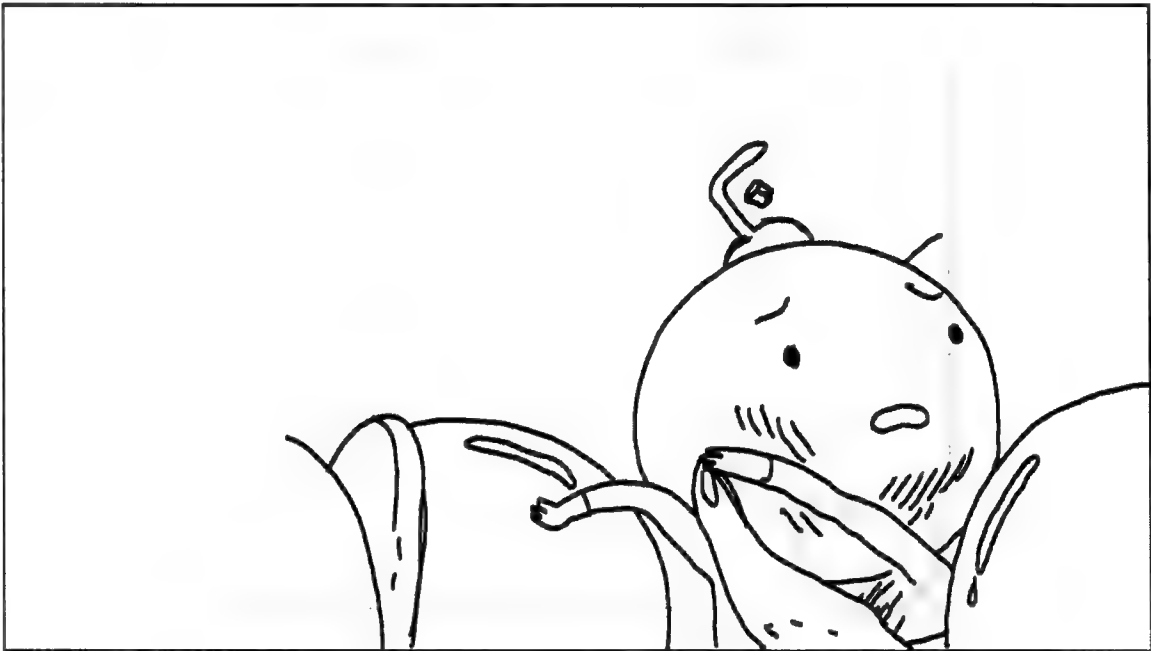


Sc. 186

Pnl. 7

Bg.

day night



Dialog:

© NN!

Action:

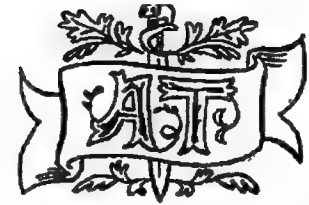
Timing:

EPISODE # 1025-145

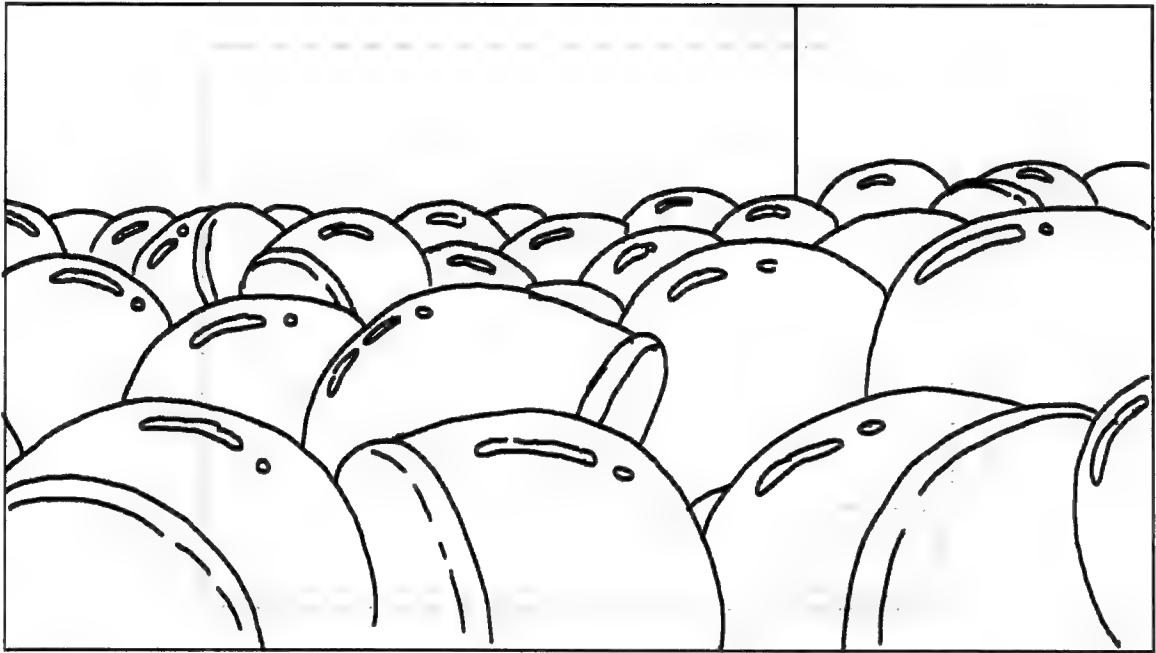
Production :

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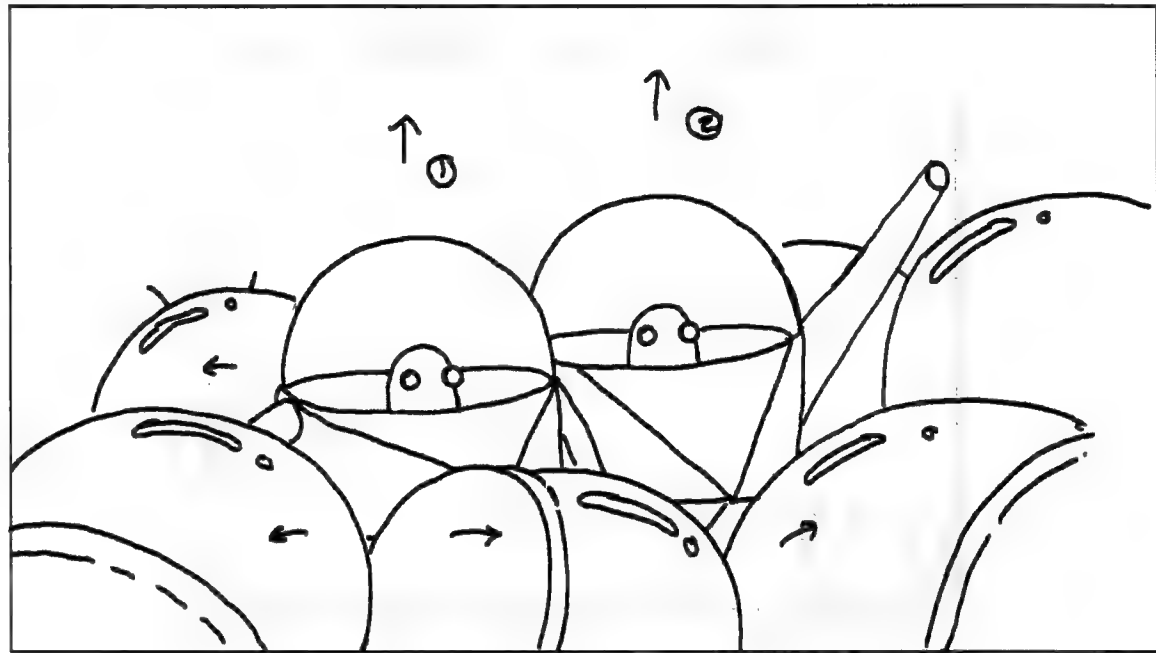
ADVENTURE TIME



Sc. 186 Pnl. D Bg. day night



Sc. 186 Pnl. E Bg. day night



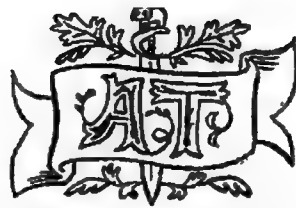
Dialog:

Action:

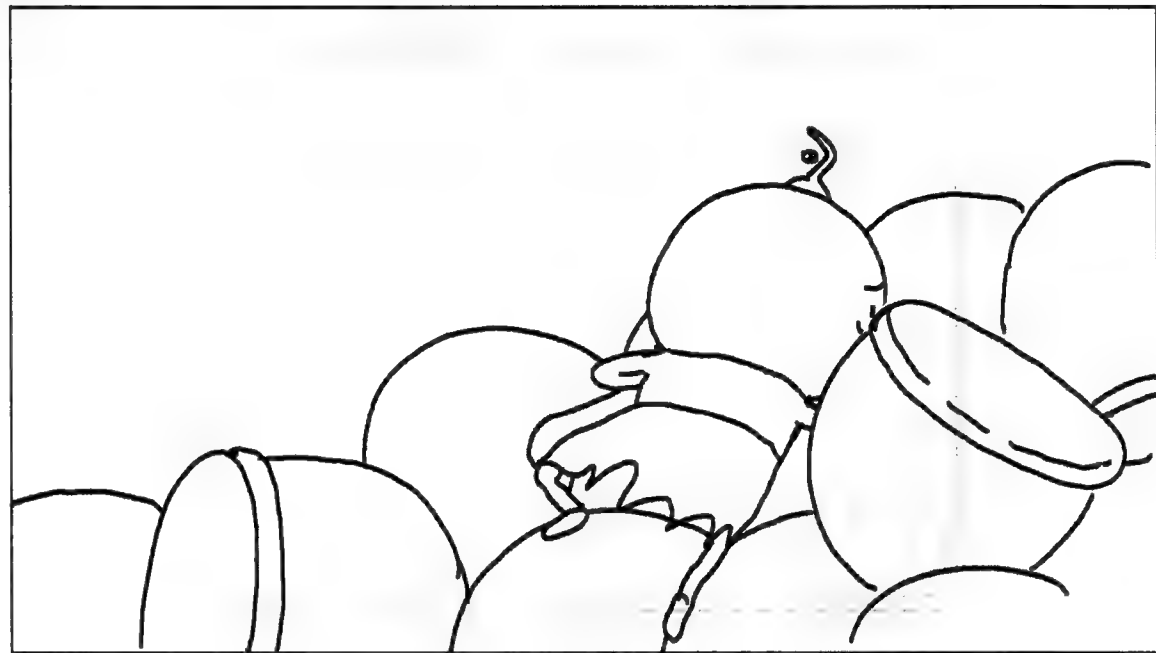
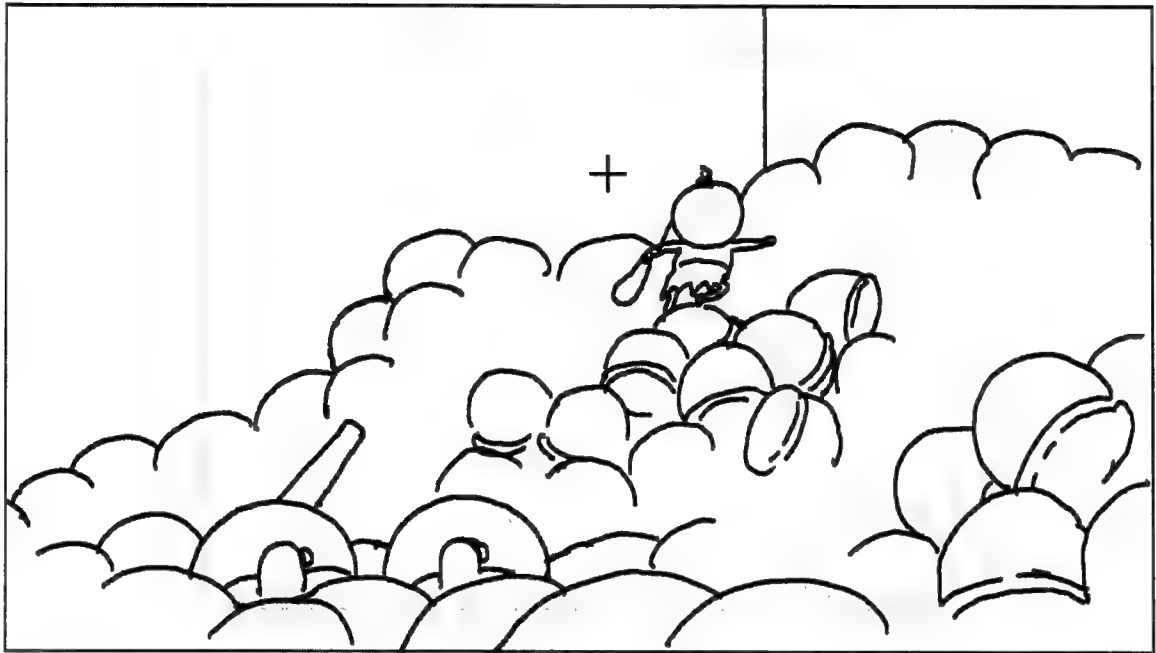
Timing:

EPISODE # 1025-195
Production :

ADVENTURE TIME



Sc. 187 Pnl. A Bg. day night Sc. 188 Pnl. A Bg. day night



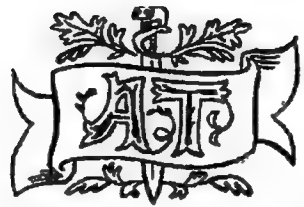
Dialog:

Action:

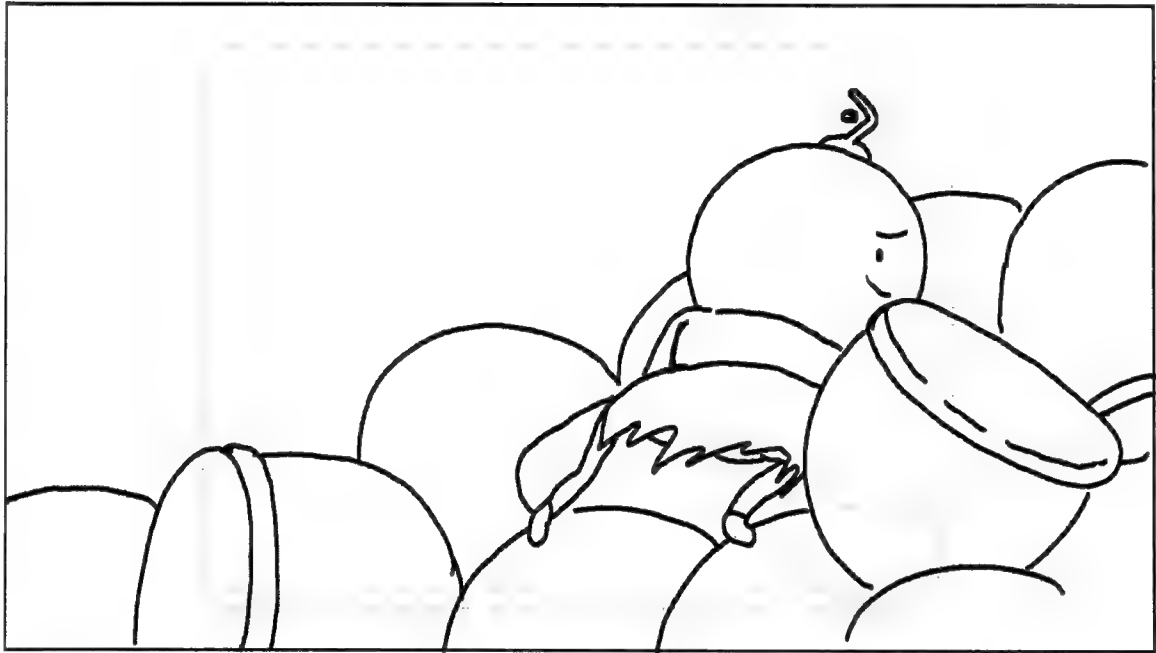
Timing:

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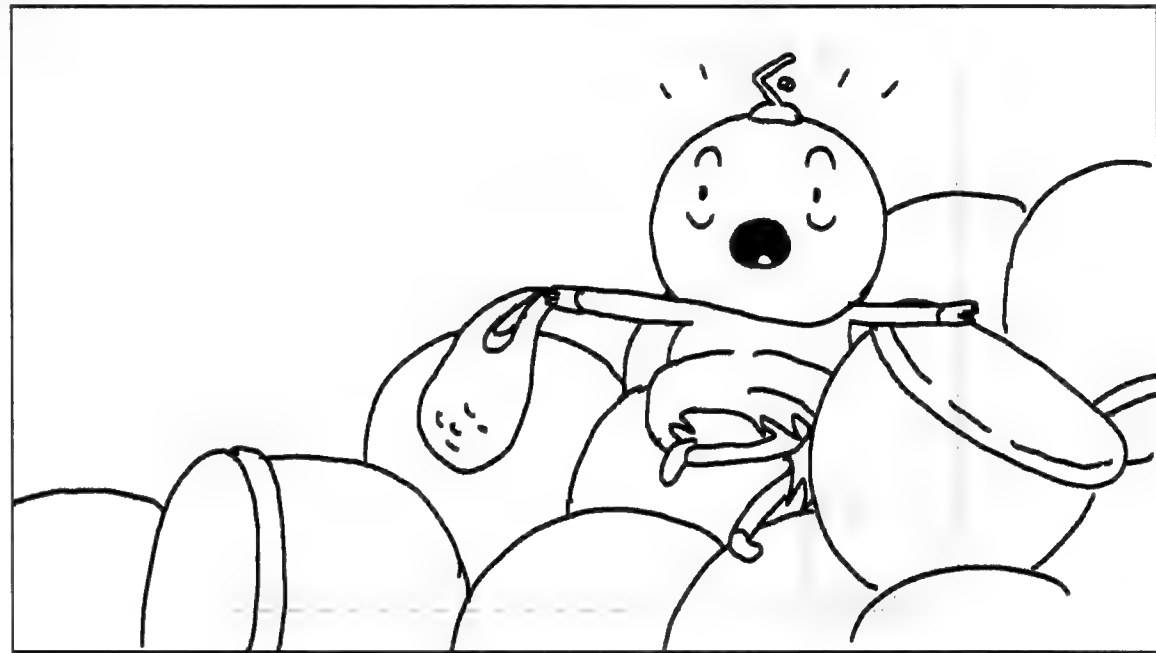
ADVENTURE TIME



Sc. 188 Pnl. 3 Bg. day night



Sc. 188 Pnl. 4 Bg. day night



Dialog:
Q = GASP
Action:
Timing:

EPISODE # 1025-195
Production :

ADVENTURE TIME

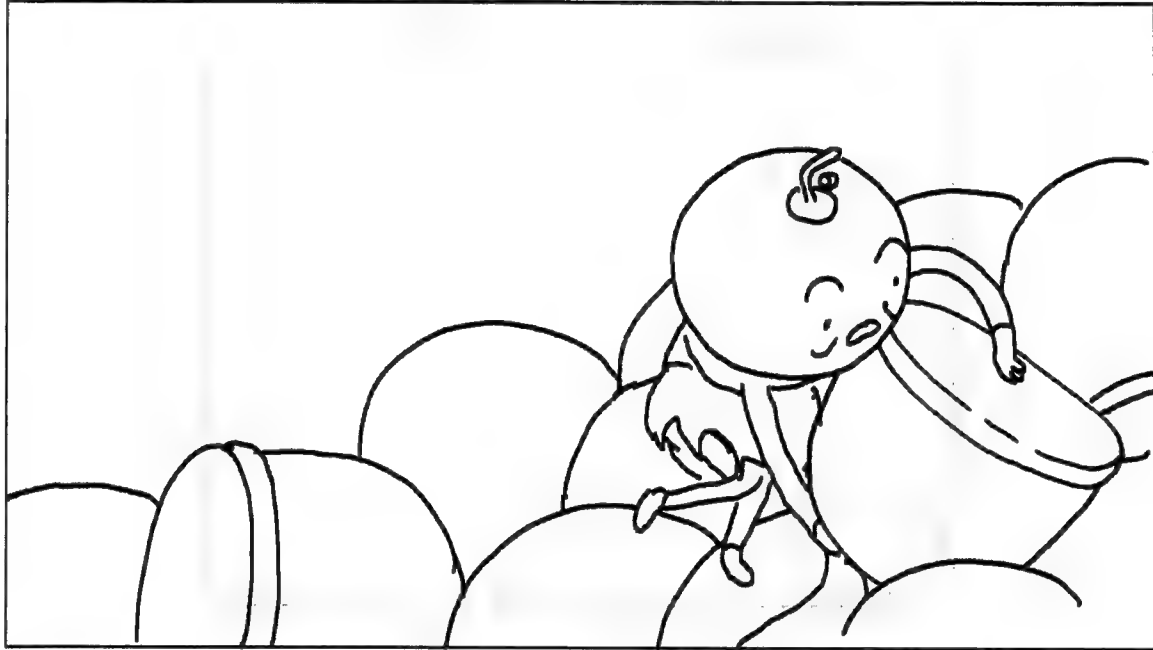


Sc. 188

Pnl. 0

Bg.

day night

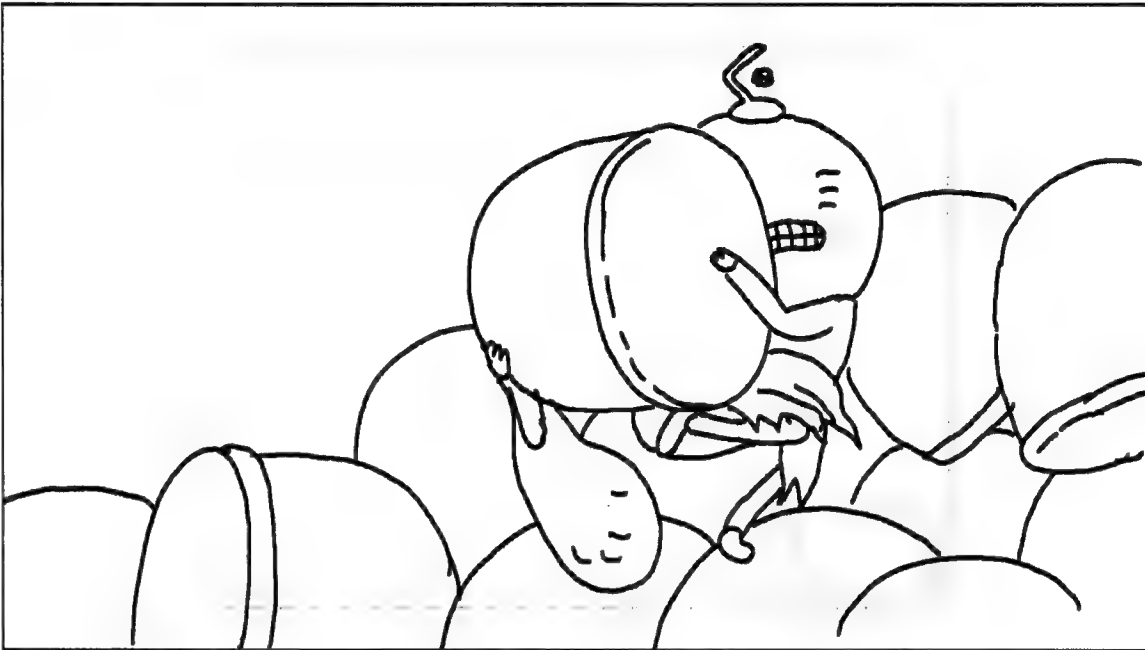


Sc. 188

Pnl. E

Bg.

day night



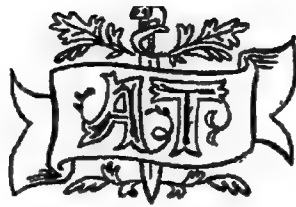
Dialog:
© UH
Action:
Timing:

© NN!

EPISODE # 1025-195
Production :

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ADVENTURE TIME



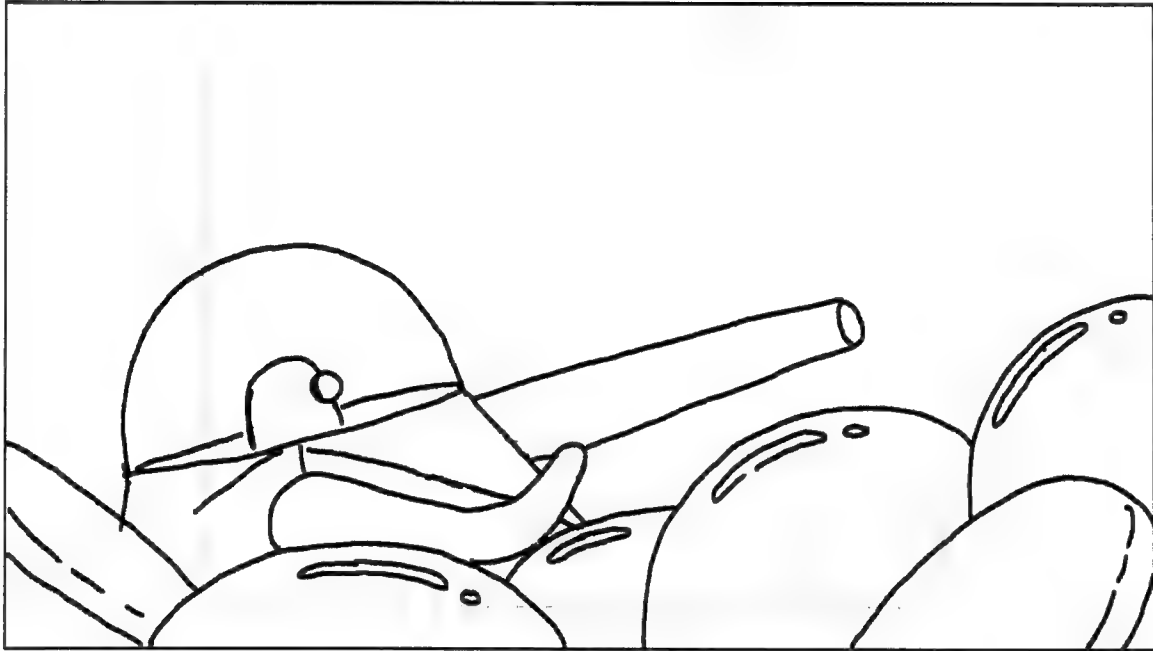
Page 272

Sc. 189

Pnl. A

Bg.

day night

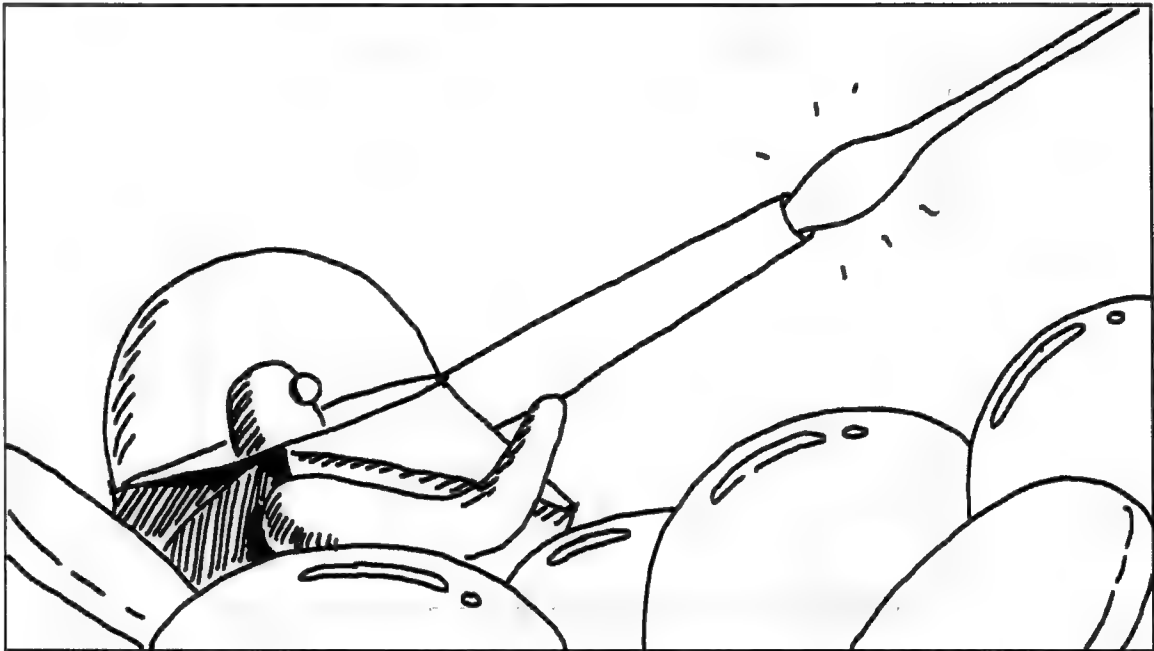


Sc. 189

Pnl. B

Bg.

day night



Dialog:

~~SFX~~ : PEW :

Action:

Timing:

Production : EPISODE # 1025-195

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ADVENTURE TIME

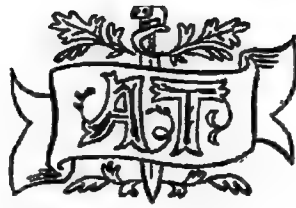


Sc. 190	Pnl. A	Bg.	day night	Sc. 110	Pnl. B	Bg.	day night

Dialog:	(SFX) BLAST!!!
Action:	S.P.
Timing:	

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ADVENTURE TIME



Sc. 191	Pnl. A	Bg.	day night	Sc. 191	Pnl. B	Bg.	day night

Dialog:
<p>(SFX) BUNK</p>
Action:
Timing:

EPISODE # 1025-195.

Production :

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ADVENTURE TIME

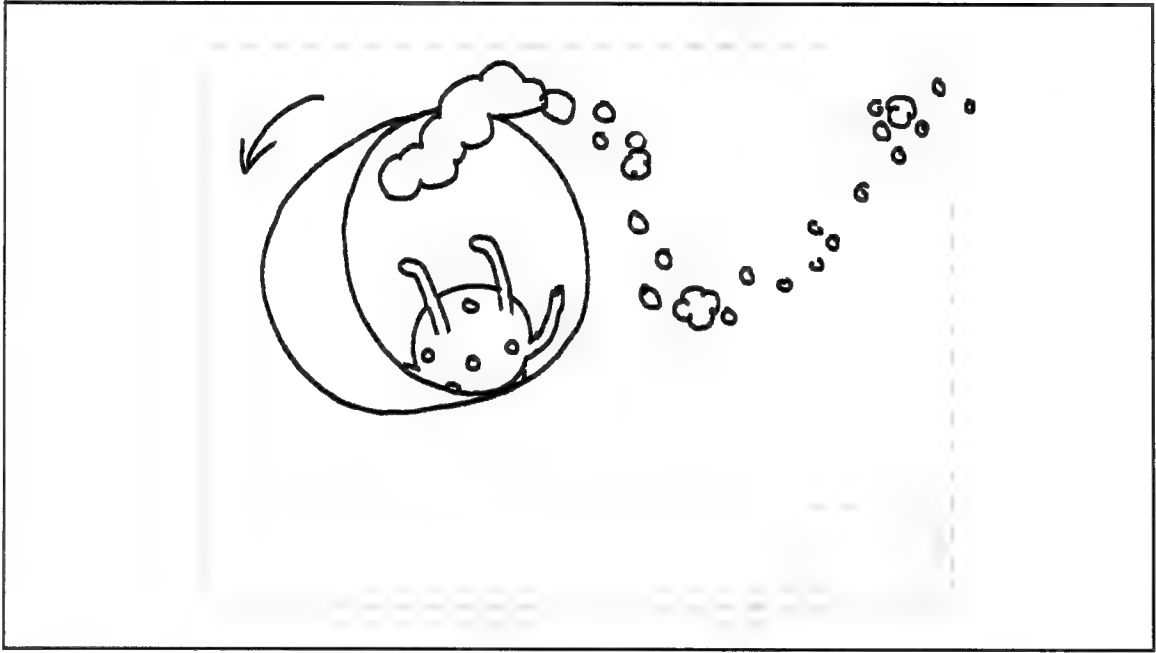


Sc. 191

Pnl. C

Bg.

day night

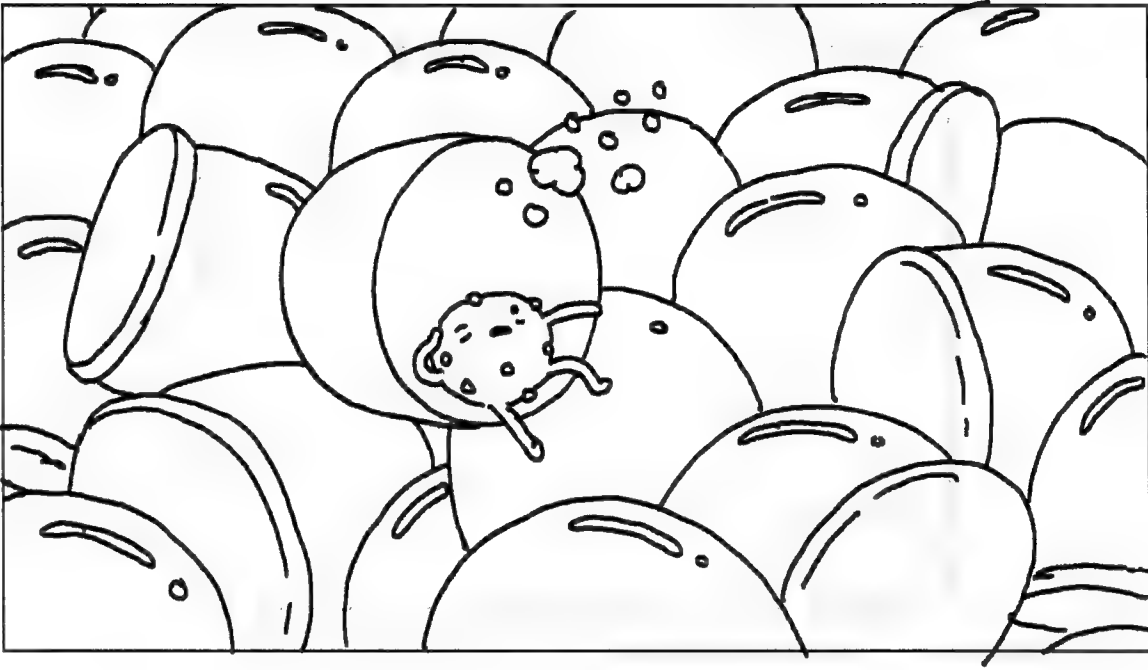


Sc. 192

Pnl. D

Bg.

day night



Dialog:	(CRUNCHY) (GROGGY) WHAT TIME IS IT, DID IT WORK.
Action:	
Timing:	

EPISODE # 1025-195
Production :

ADVENTURE TIME

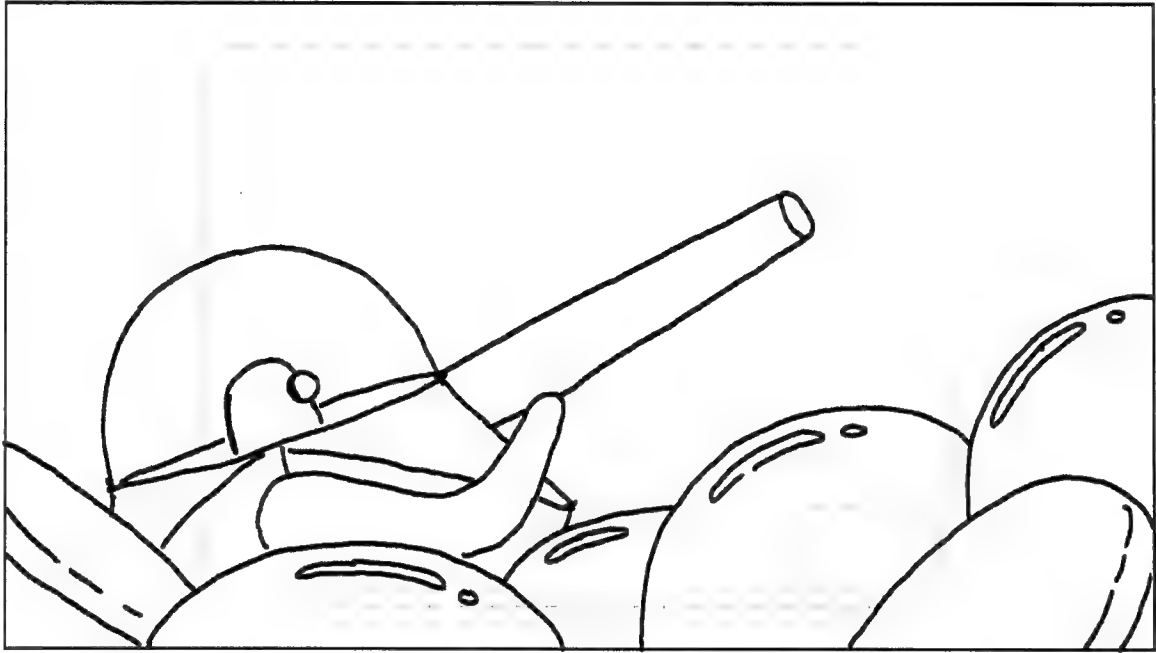


Sc. 192

Pnl. A

Bg.

day night

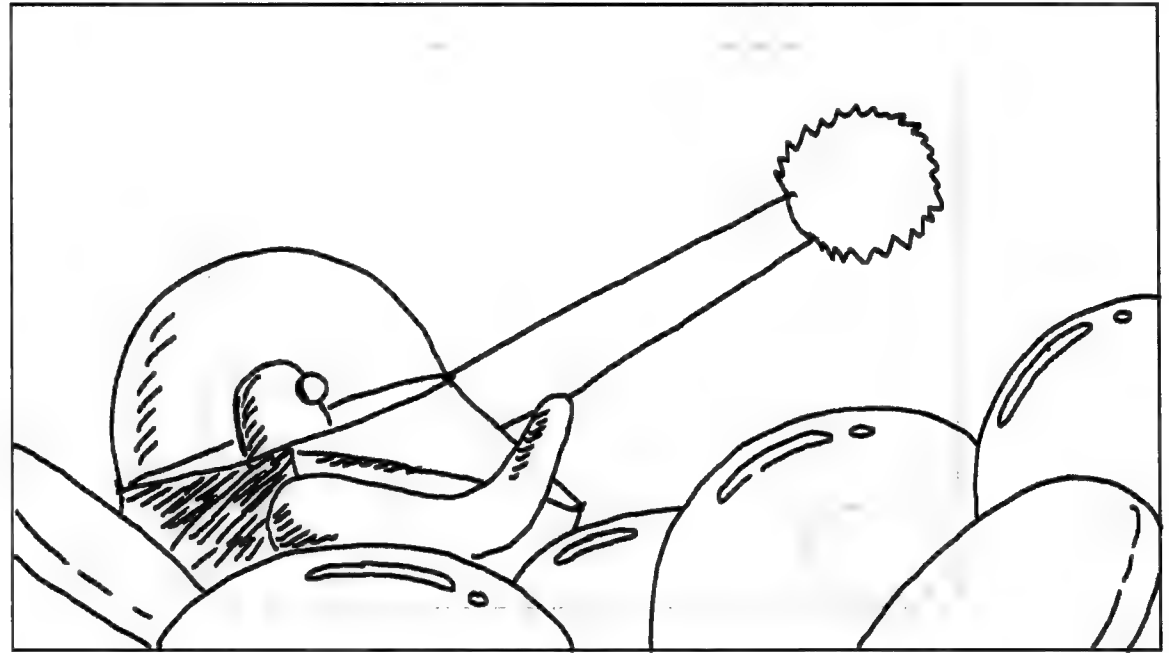


Sc. 192

Pnl. B

Bg.

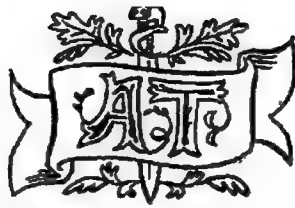
day night



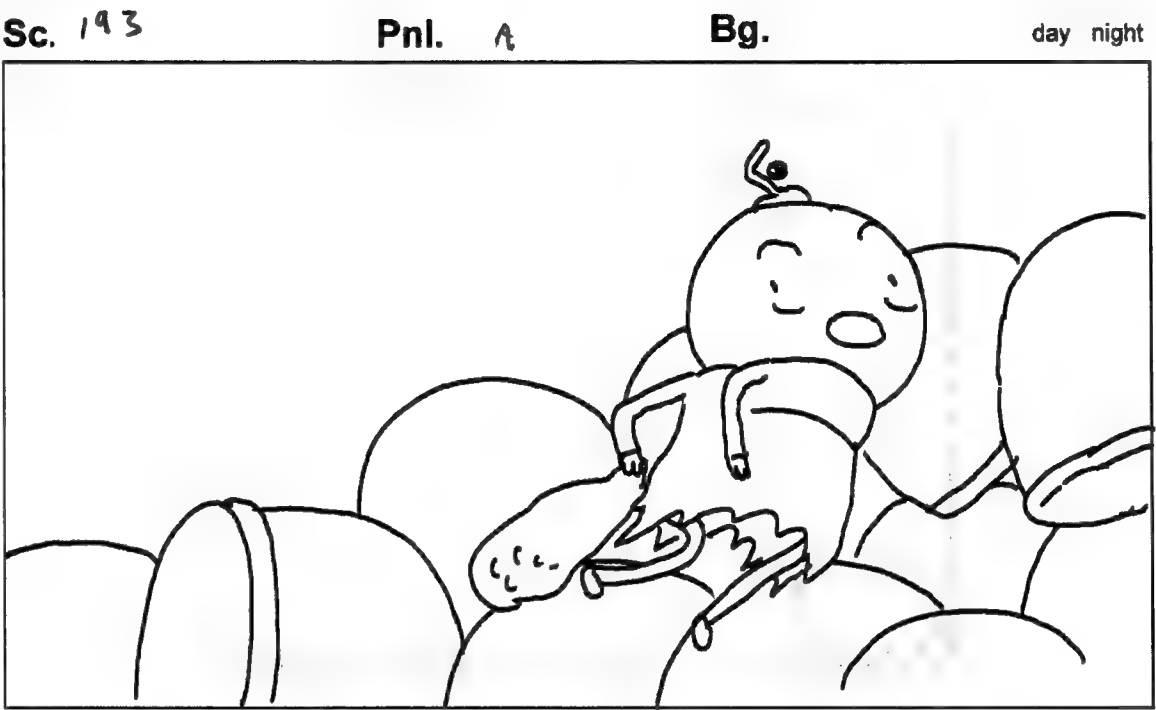
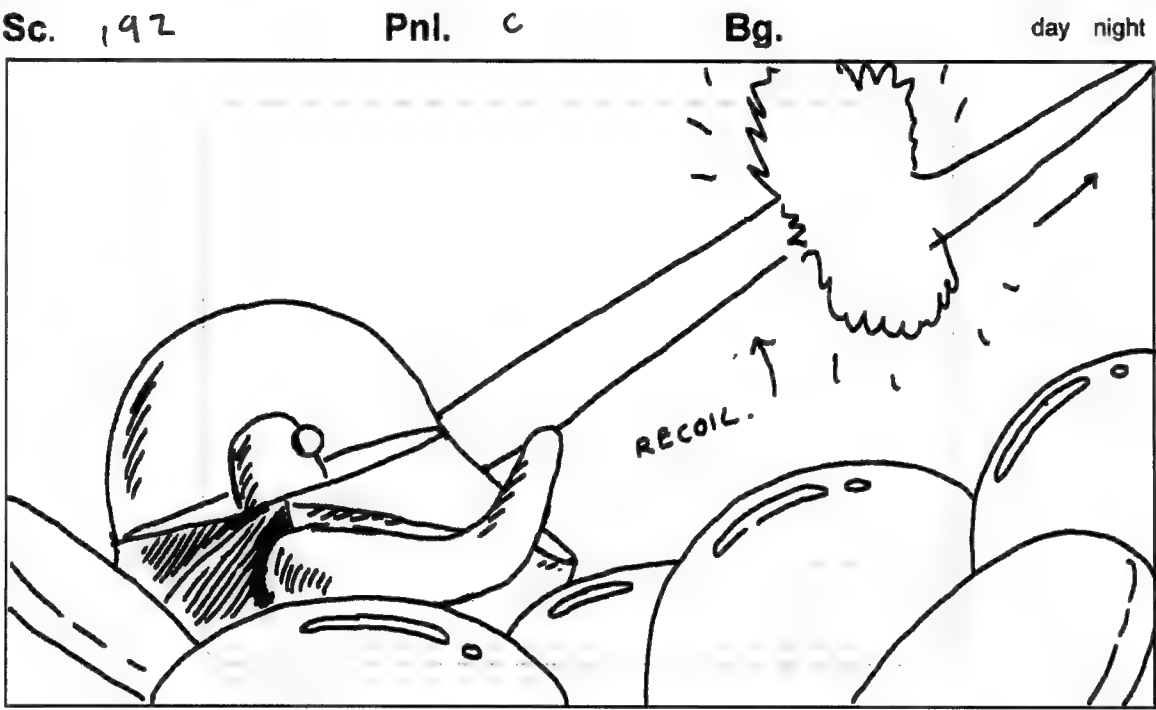
Dialog:	<p>CLIMBING SFX / WARM UP NOISE</p>
Action:	
Timing:	

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ADVENTURE TIME



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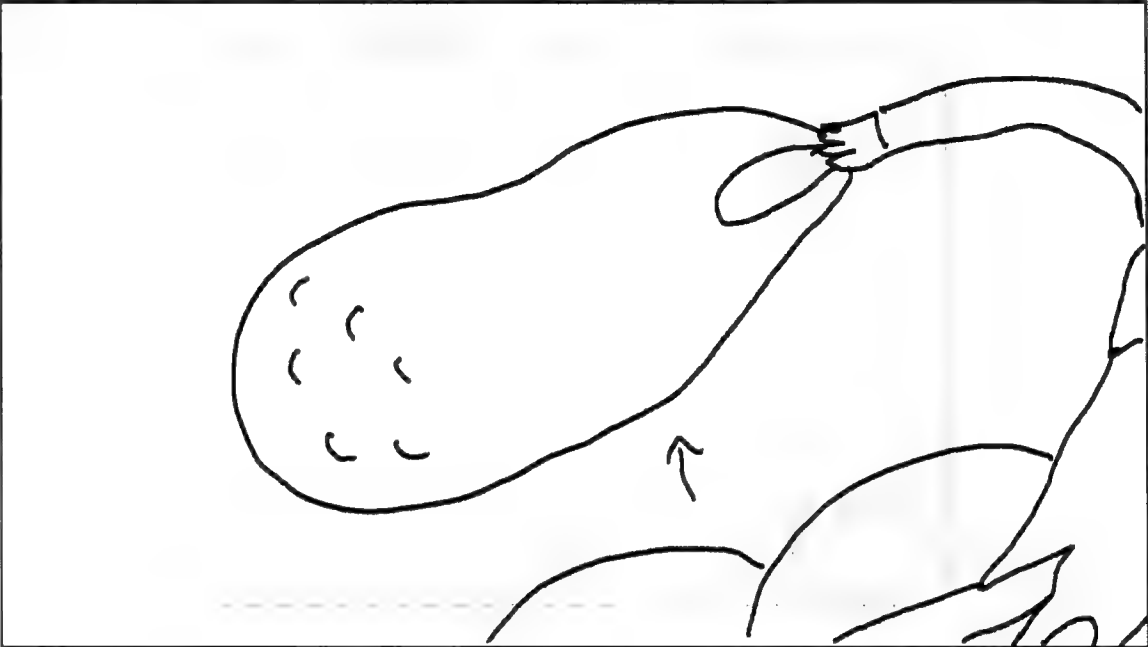
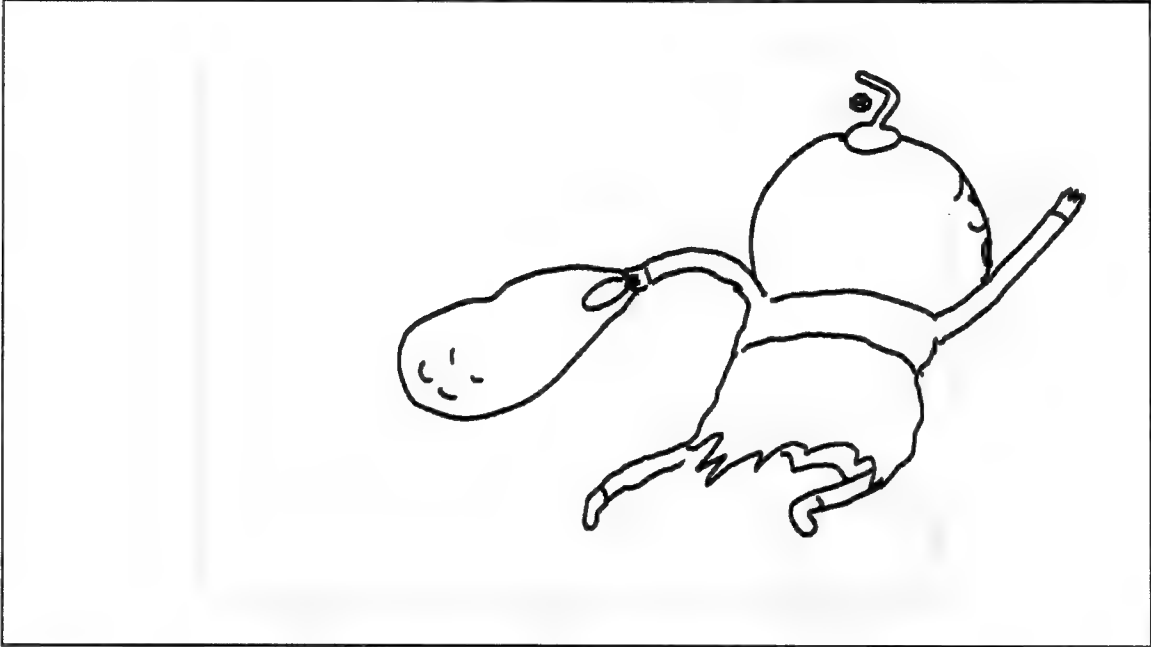
Dialog:
<p>(SFX) ZAP</p>
Action:
Timing:

EPISODE# 1025-195
Production :

ADVENTURE TIME



Sc. 193 Pnl. B Bg. day night Sc. 194 Pnl. A Bg. day night



Dialog:
Q UH!
Action:
Timing:

EPISODE # 1025-195

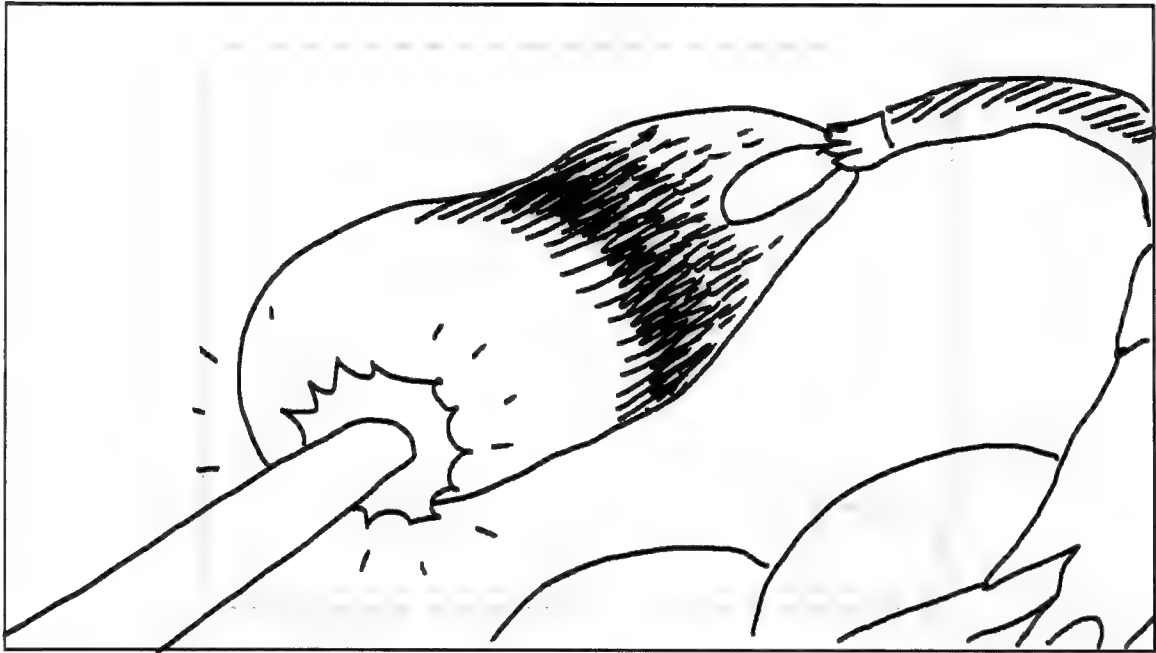
Production :

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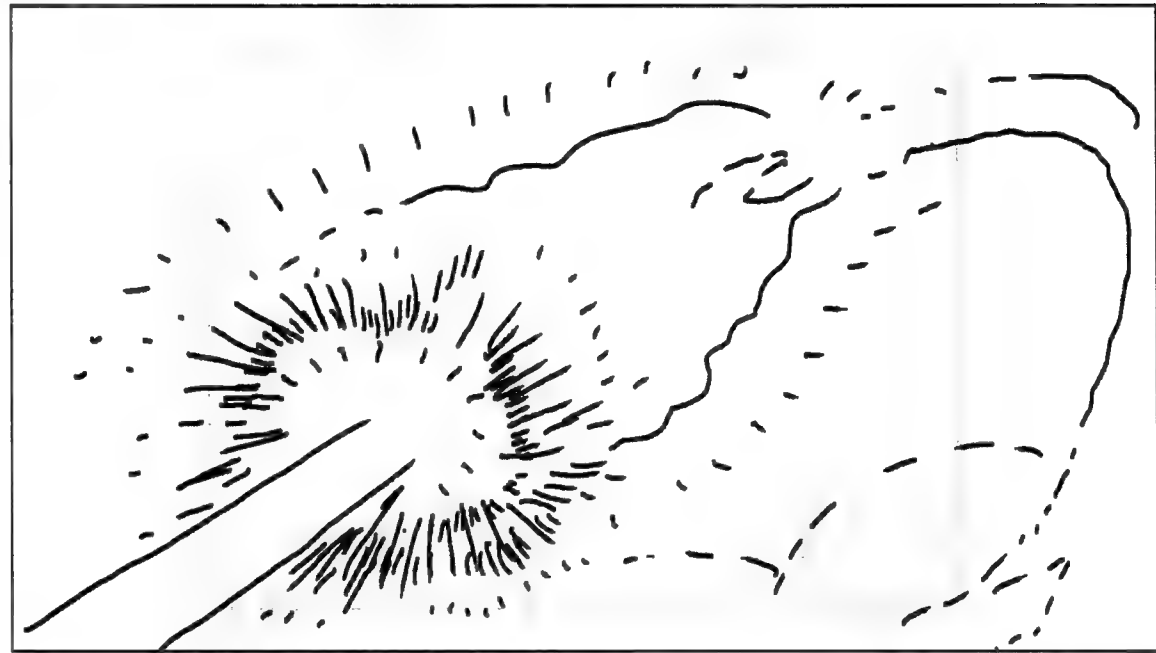
ADVENTURE TIME



Sc. 194 Pnl. 1 Bg. day night



Sc. 194 Pnl. 2 Bg. day night



Dialog:
© ON, GRAYBLES!
Action: SFX: B L A S T ! ! ! ! !

Timing:

1025-195

EPISODE #

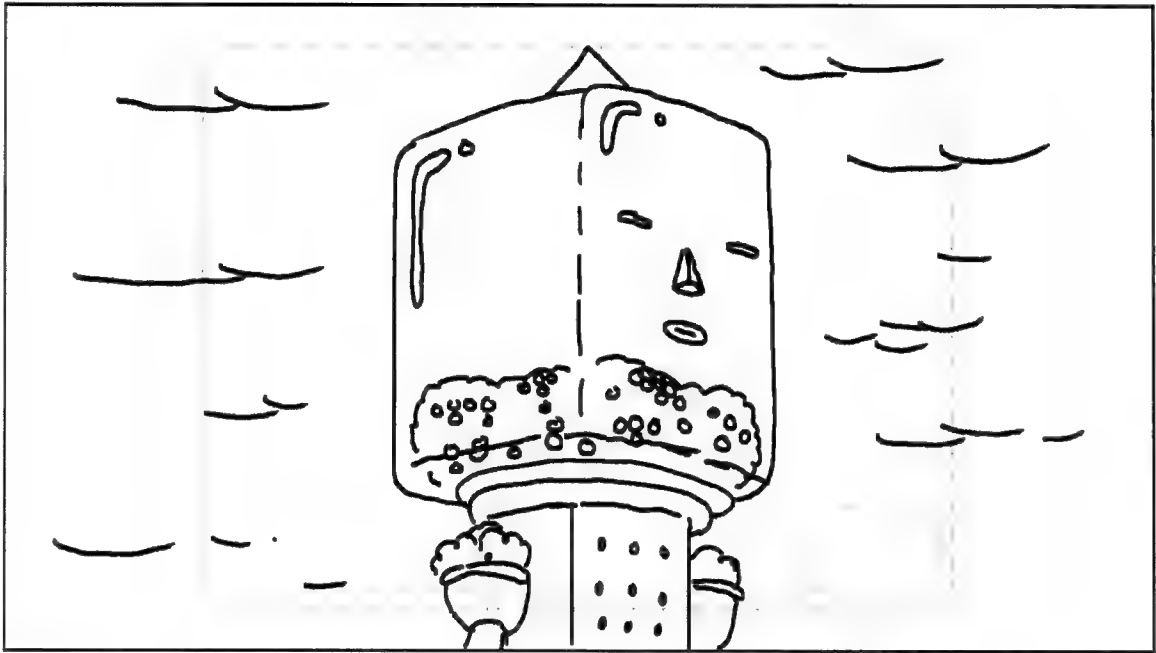
Production :

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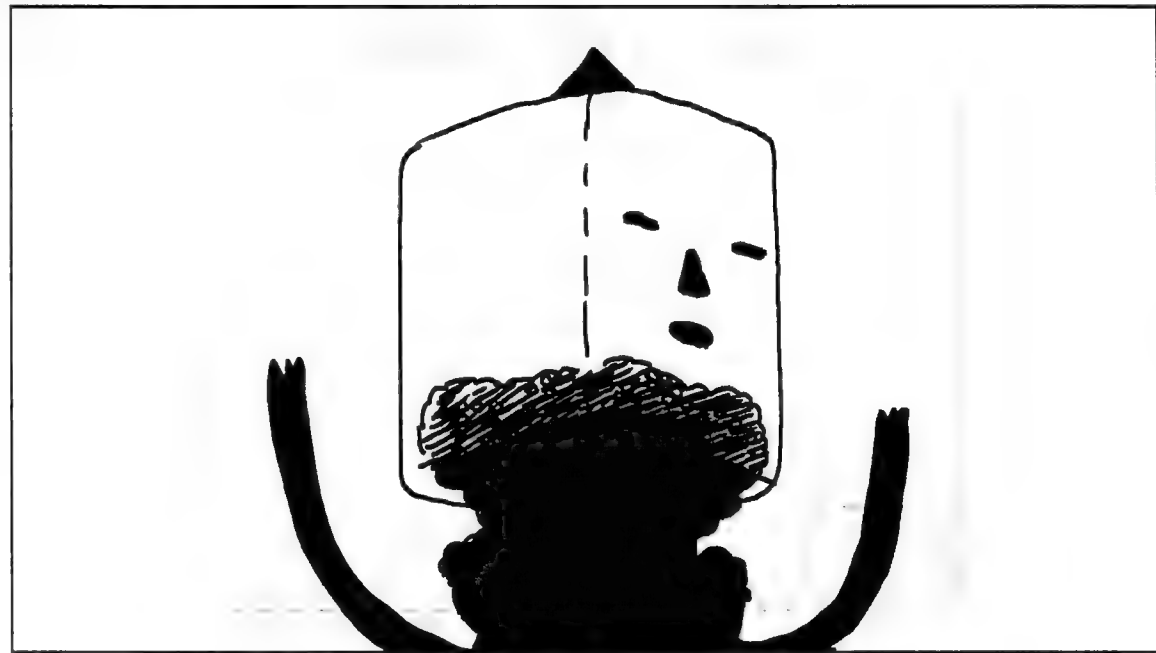
ADVENTURE TIME



Sc. 199 Pnl. A Bg. day night



Sc. 199 Pnl. B Bg. day night



Dialog:

Action:

Timing:

EPISODE # 1025-199

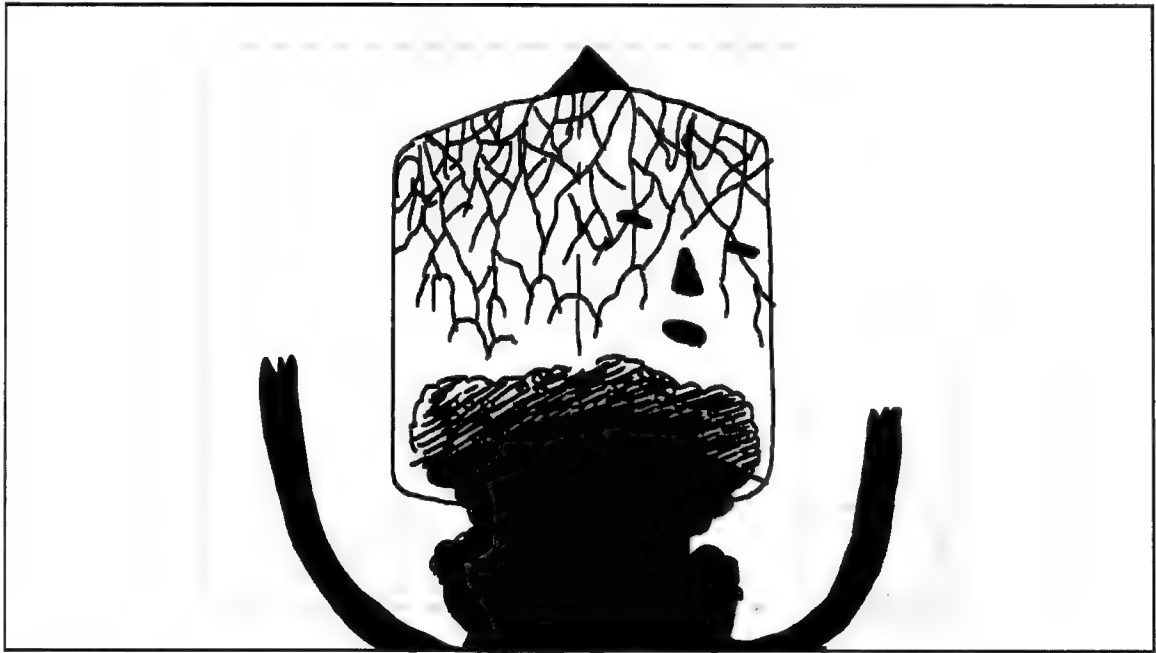
Production :

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ADVENTURE TIME



Sc. 199 Pnl. L Bg. day night



Sc. 199 Pnl. P Bg. day night



Dialog:
(SFX) CRAC!
Action:
Timing:

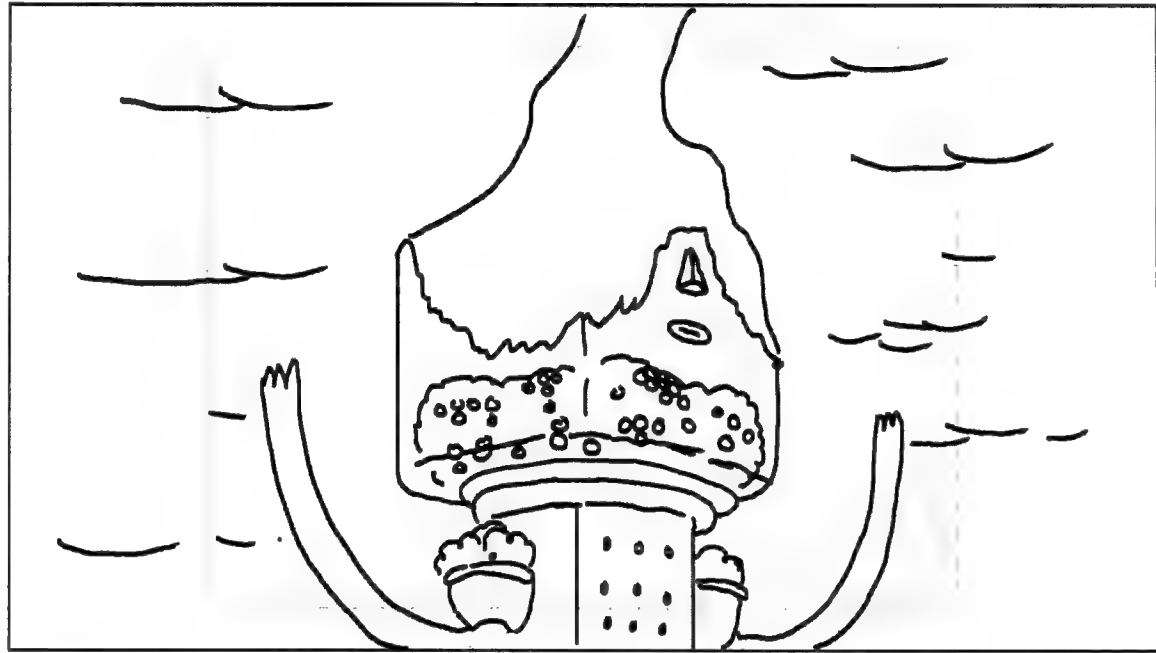
Production : 1025-195 EPISODE #

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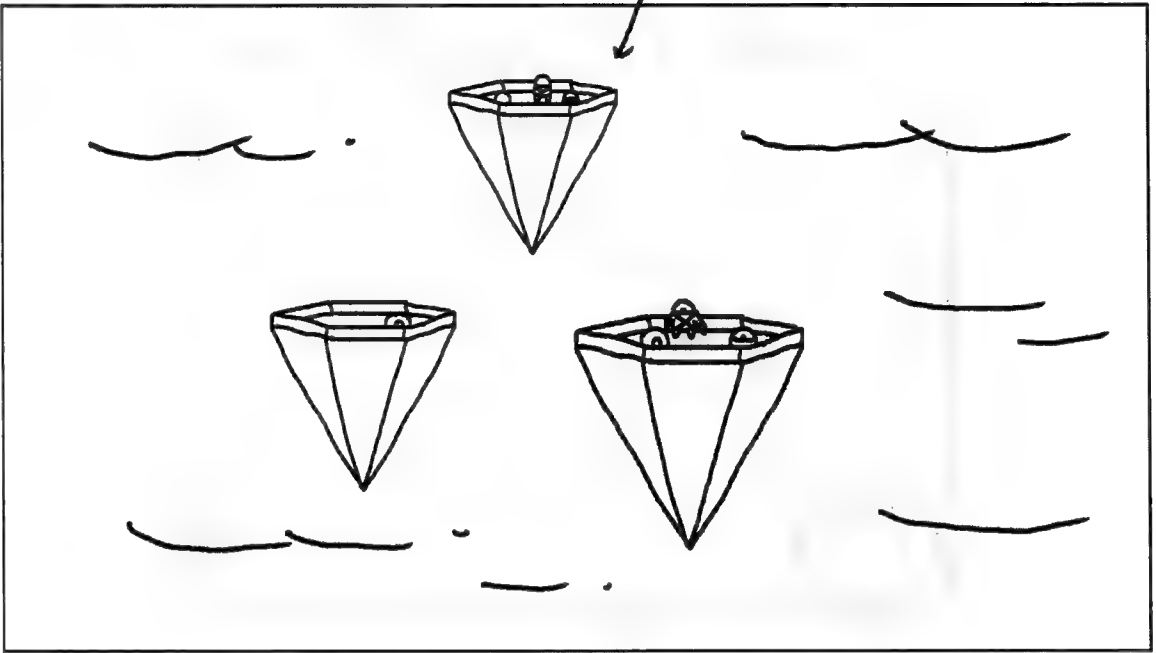
ADVENTURE TIME



Sc. 195 Pnl. B Bg. day night



Sc. 196 Pnl. A Bg. day night

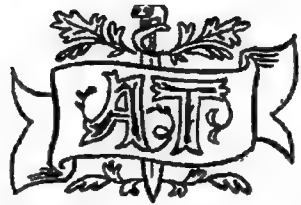


Dialog:
Action: THIS PANEL MAYBE SHOULD BE CHOPPED?
Timing:

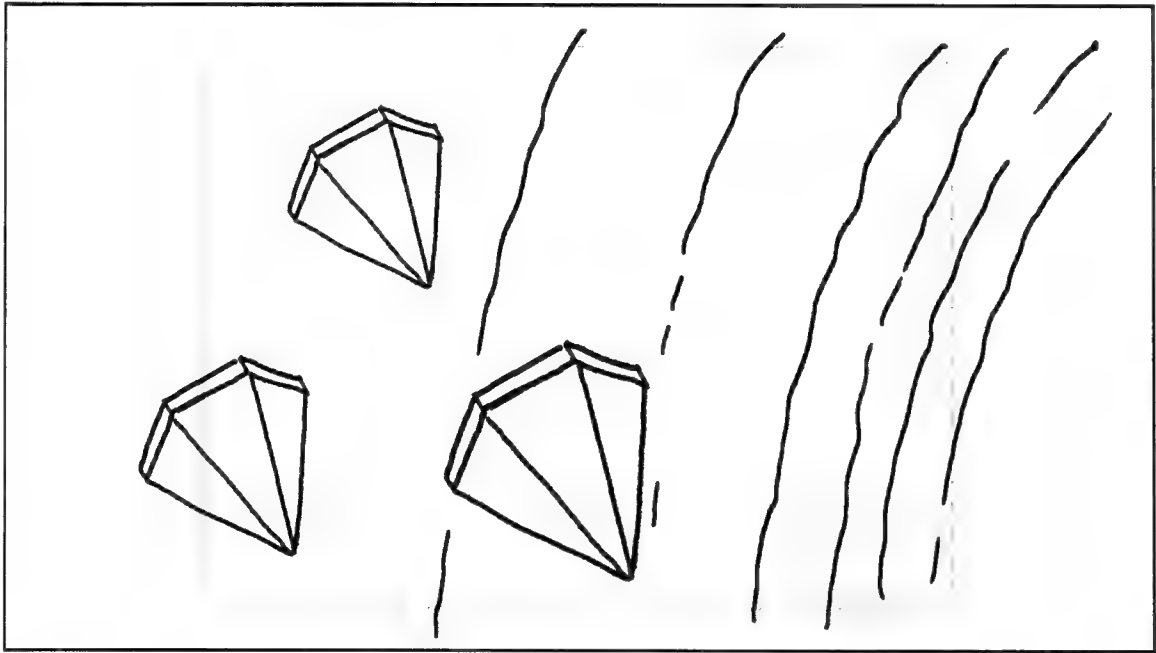
EPISODE # 1025-195
Production :

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ADVENTURE TIME



Sc. 196 Pnl. 1 Bg. day night Sc. 196 Pnl. 2 Bg. day night



Dialog:	WHOM!	
Action:	SHOCKWAVE	GROOM'S SHIP ESCAPES
Timing:		

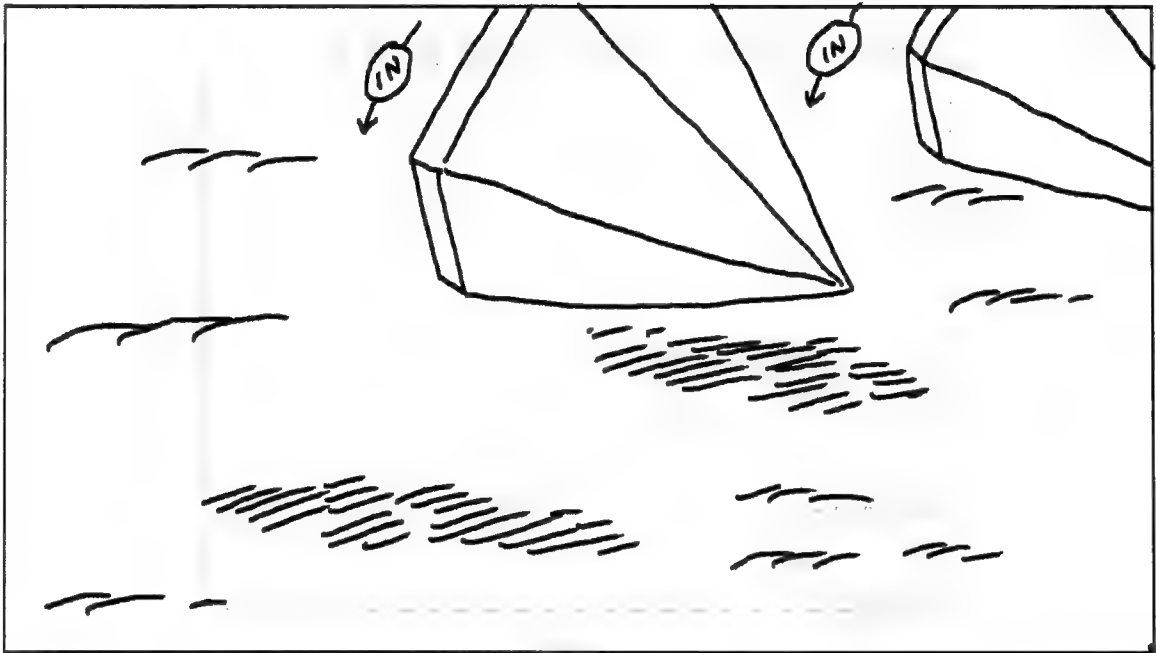
EPISODE # 1025-195
Production :

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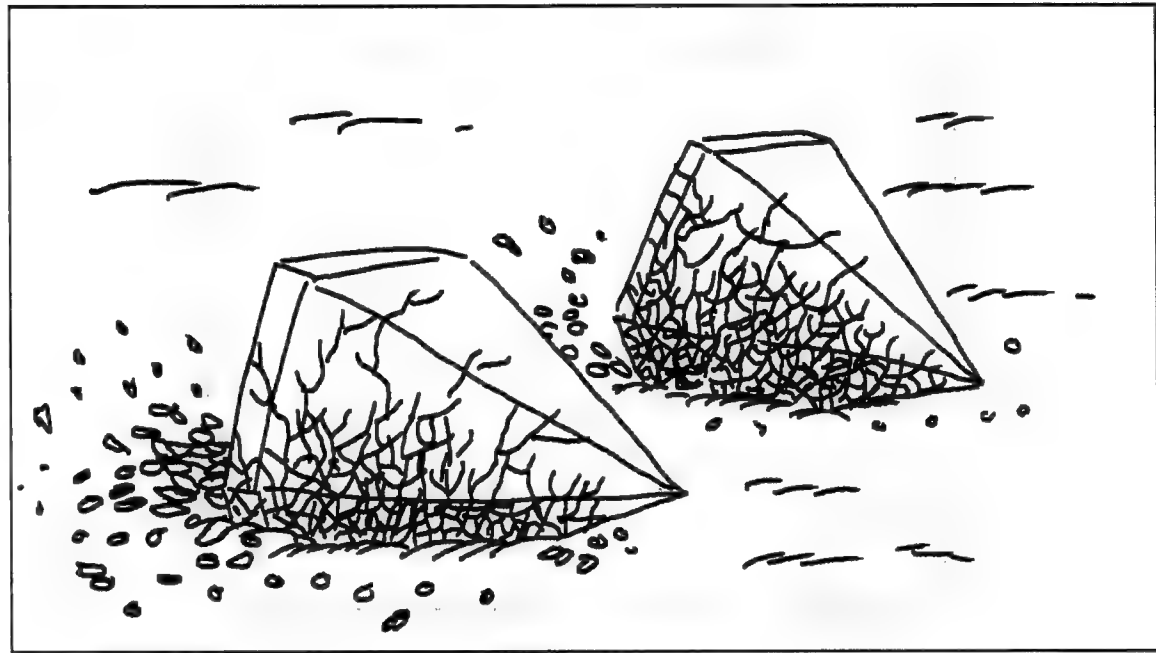
ADVENTURE TIME



Sc. 197 Pnl. A Bg. day night



Sc. 197 Pnl. B Bg. day night



Dialog:	SMASH SMASH
Action:	
Timing:	

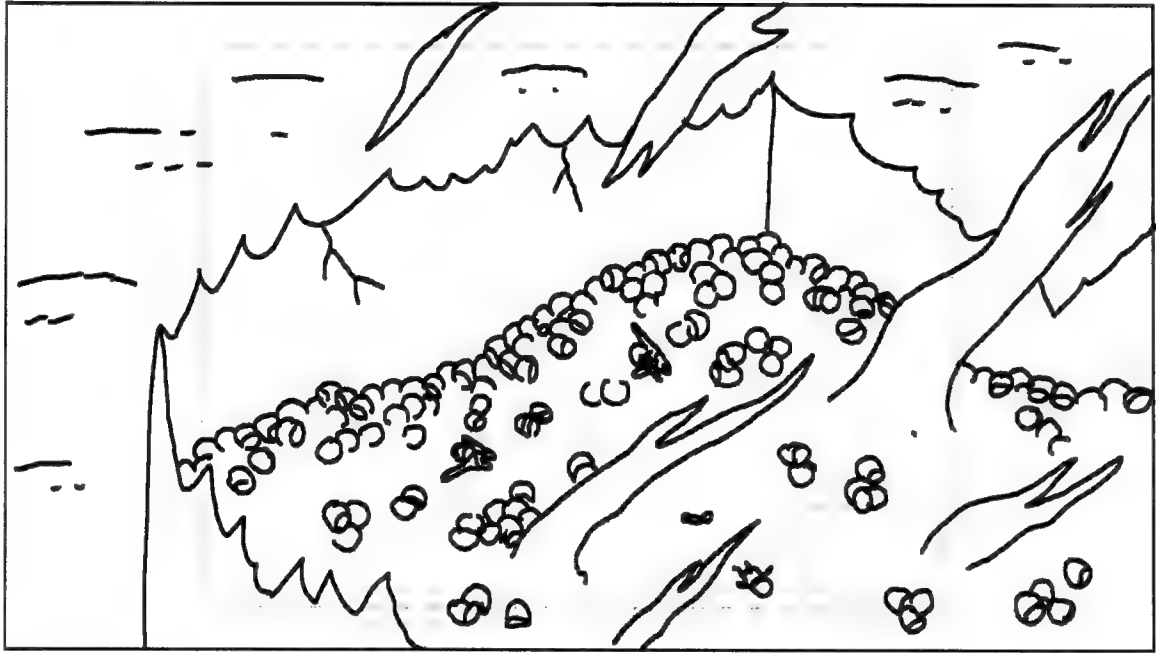
EPISODE # 1025-195
Production :

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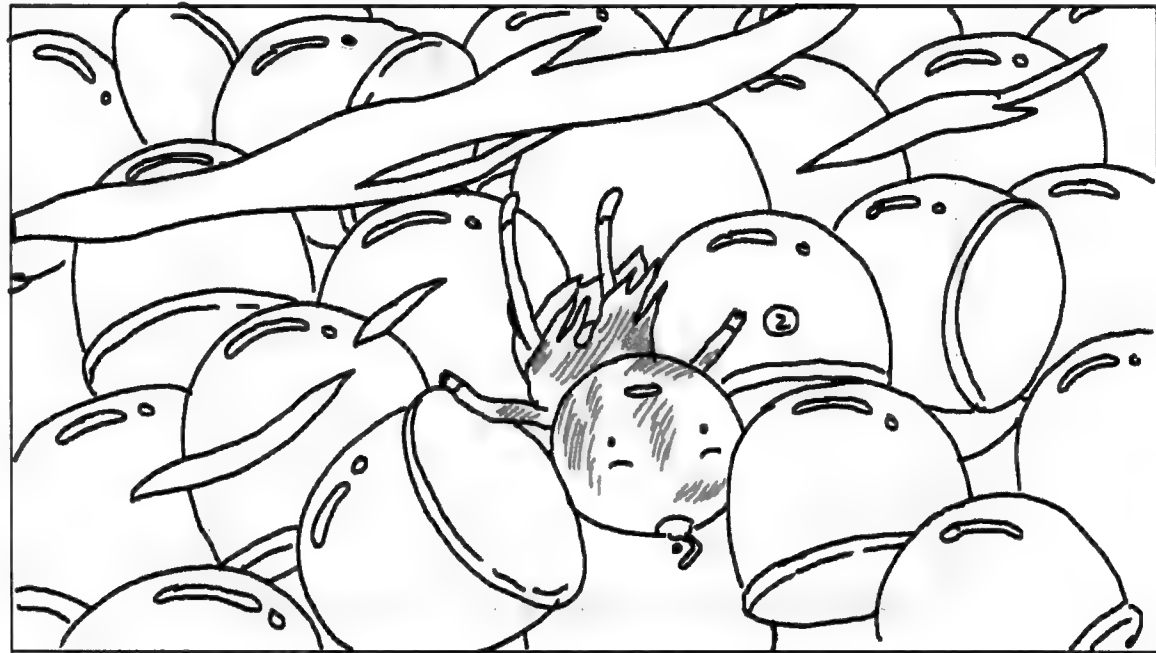
ADVENTURE TIME



Sc. 198 Pnl. A Bg. day night



Sc. 199 Pnl. A Bg. day night



Dialog:

①
☹ =GROAN= GHOSTS OF MY GRAYBLES

Action:

Timing:

1025-195
EPISODE #
Production :

ADVENTURE TIME

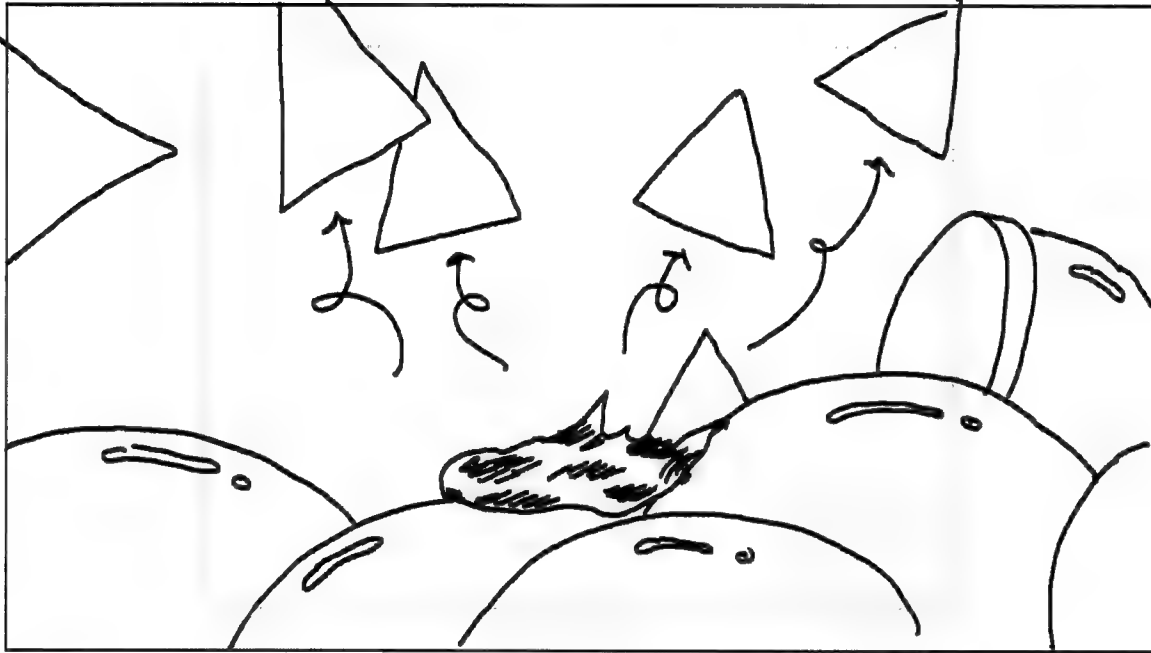


Sc. 206

Pnl. A

Bg.

day night

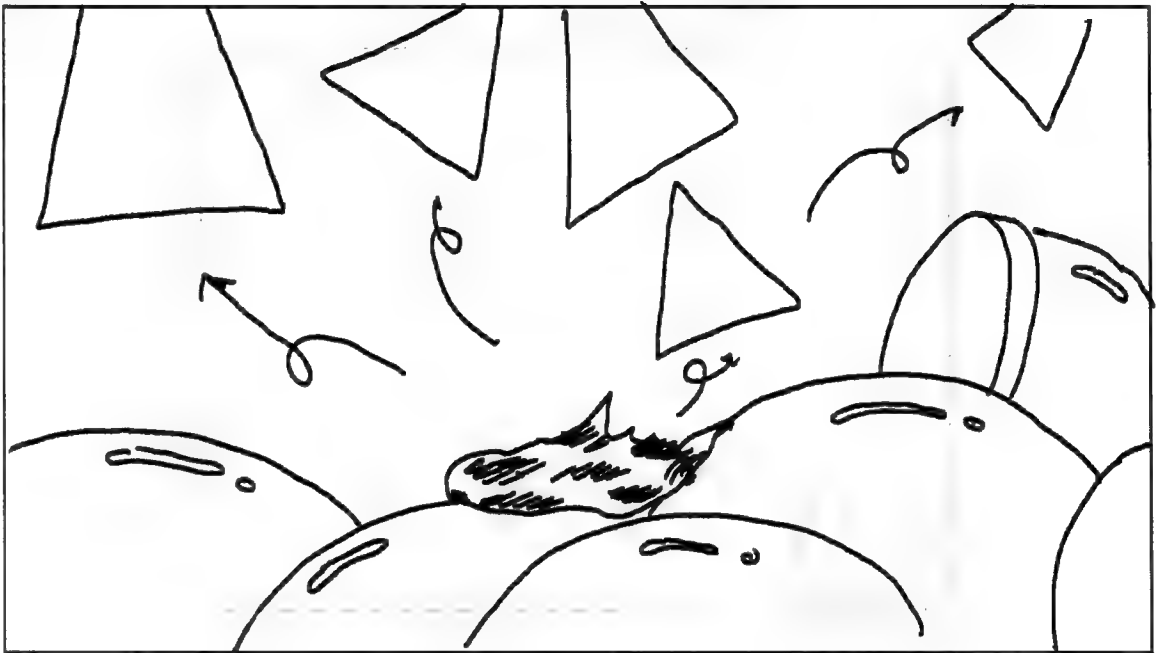


Sc. 200

Pnl. B

Bg.

day night



Dialog:

Action:

COLOURED TRIANGLES DRIFTING, ROTATING OUT OF THE
RUINED GRAYBLE SACK. GHOSTS OF GRAYBLES.

Timing:

1025-195

EPISODE #

Production :

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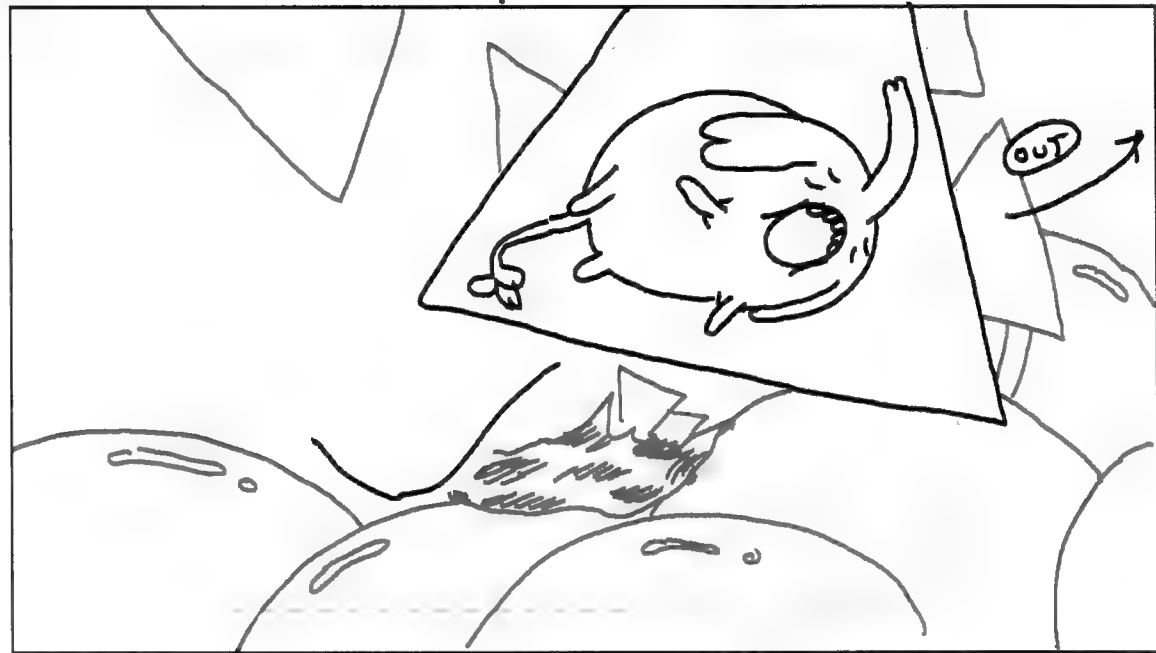
ADVENTURE TIME



Sc. 200 Pnl. 1 Bg. day night



Sc. 200 Pnl. 2 Bg. day night



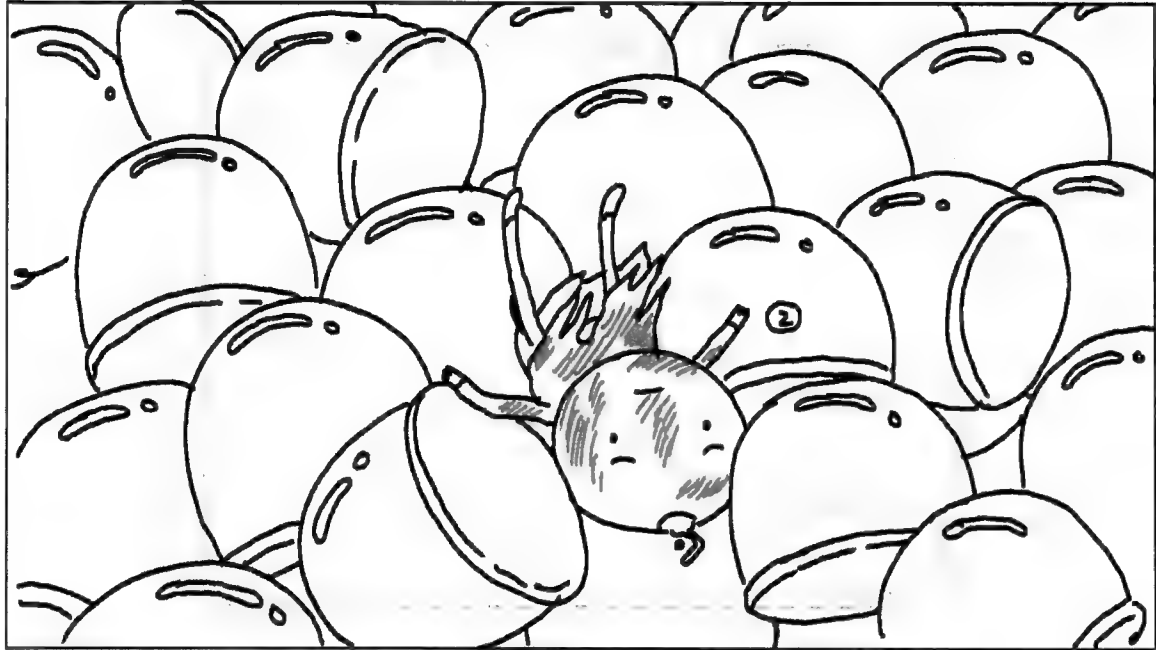
Dialog:
JT WELL THAT'S WHAT I GET FOR
EATING SO MUCH
CLAA A A A Y.
Action:
LAZILY DRIFTING.
Timing:

EPISODE # 1025-195
Production :

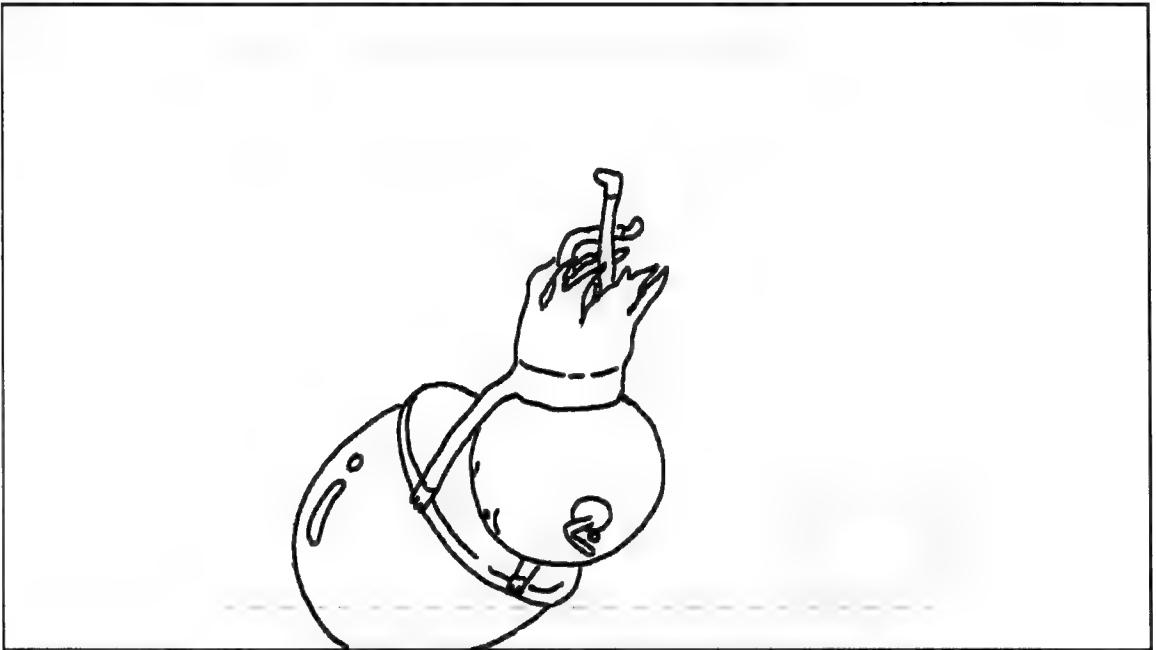
ADVENTURE TIME



Sc. 201 Pnl. A Bg. day night



Sc. 201 Pnl. B Bg. day night



Dialog:
Action:
Timing:

Production : EPISODE # 1025-195

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ADVENTURE TIME



Sc. 201

Pnl. 6

Bg.

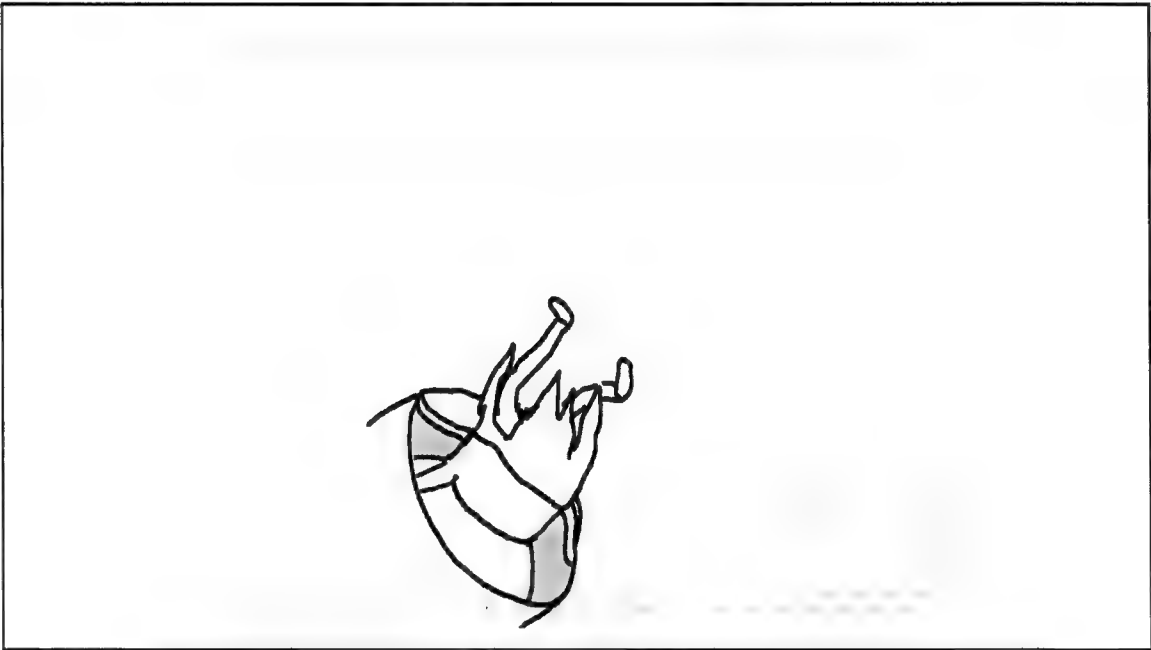
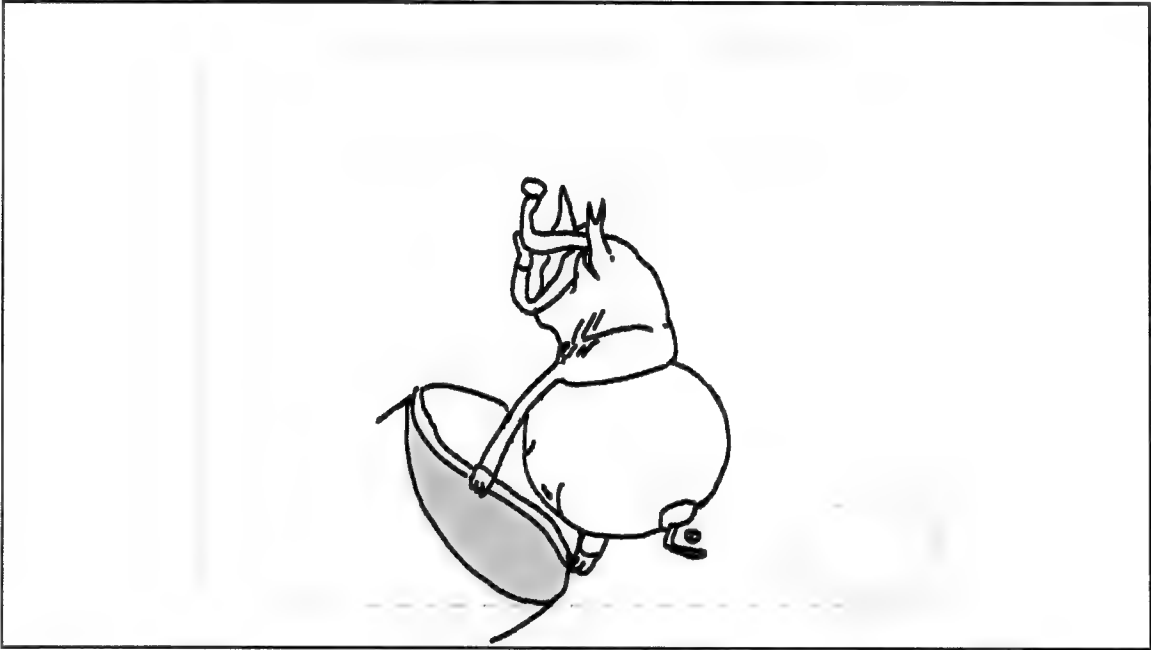
day night

Sc. 201

Pnl. 9

Bg.

day night

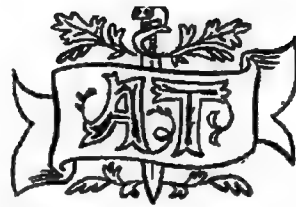


Dialog:
<p><u>SFX</u> : FART :</p>
Action:
Timing:

EPISODE # 1025-195
Production :

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ADVENTURE TIME



Sc. 201	Pnl. E	Bg.	day night	Sc. 201	Pnl. F	Bg.	day night

Dialog:
Action:
Timing:

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ADVENTURE TIME

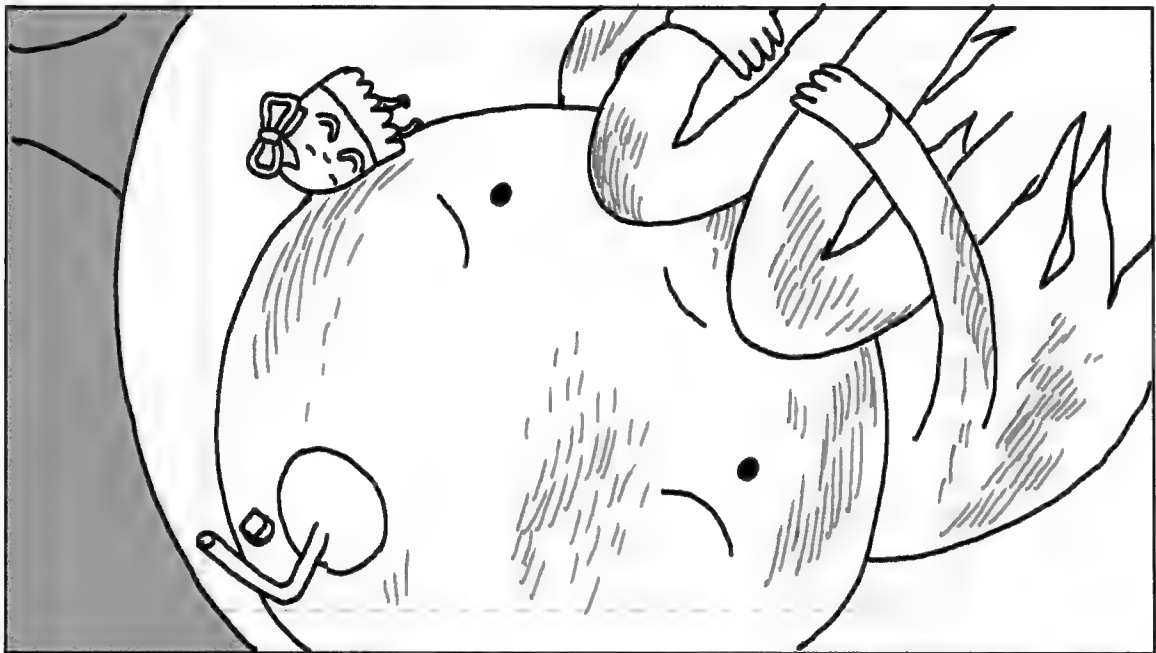


Sc. 202

Pnl. A

Bg.

day night

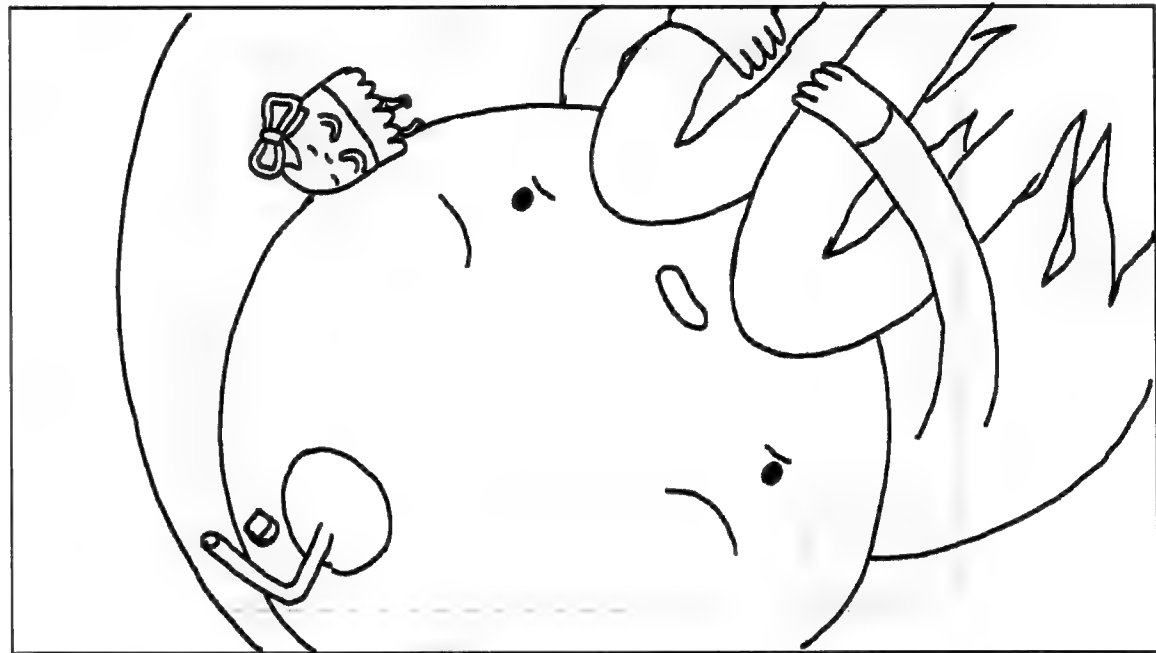




Sc. 202

Pnl. B

Bg.

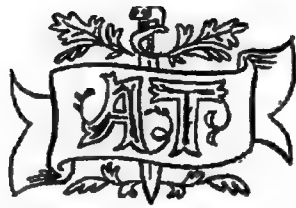
day night



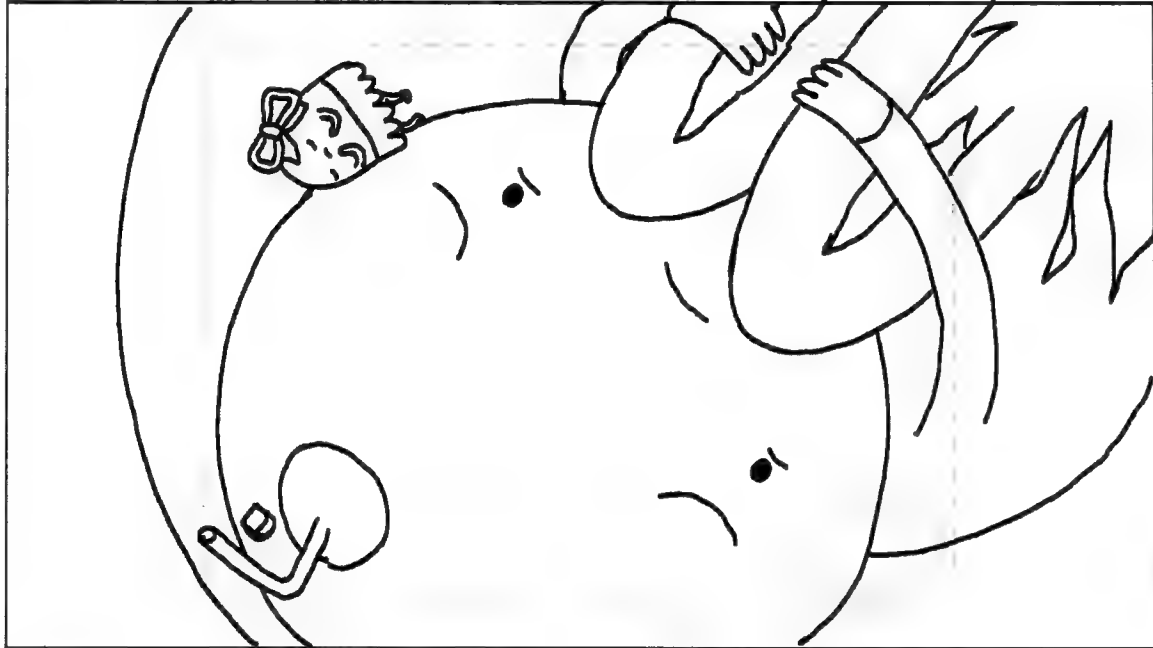
Dialog:	
© I HAVE NO GRAYBLES ... NO HOPE.	
Action:	
LIT WITH THE COLOUR OF WHATEVER COLOUR THE BALL - PLASTIC IS.	
Timing:	
A + 	B + 
BLUE G.D. LASS. SNOOZING SOFTLY.	

EPISODE # 1025-195
Production :

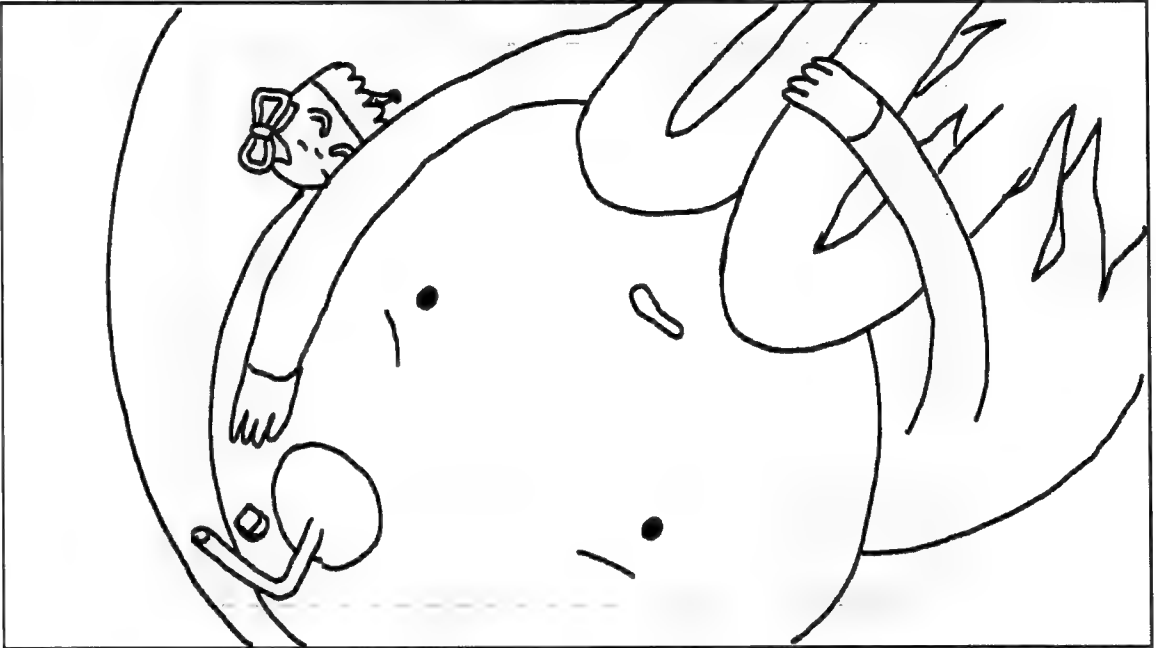
ADVENTURE TIME



Sc. 202 Pnl. C Bg. day night



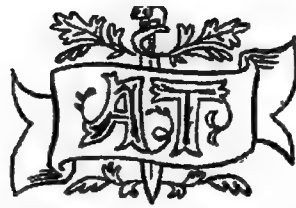
Sc. 202 Pnl. D Bg. day night



Dialog:	© WELL , <u>ONE</u> CRAYBLE LEFT.
Action:	
Timing:	

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ADVENTURE TIME



Page 293

Sc. 202

Pnl.

A

Bg.

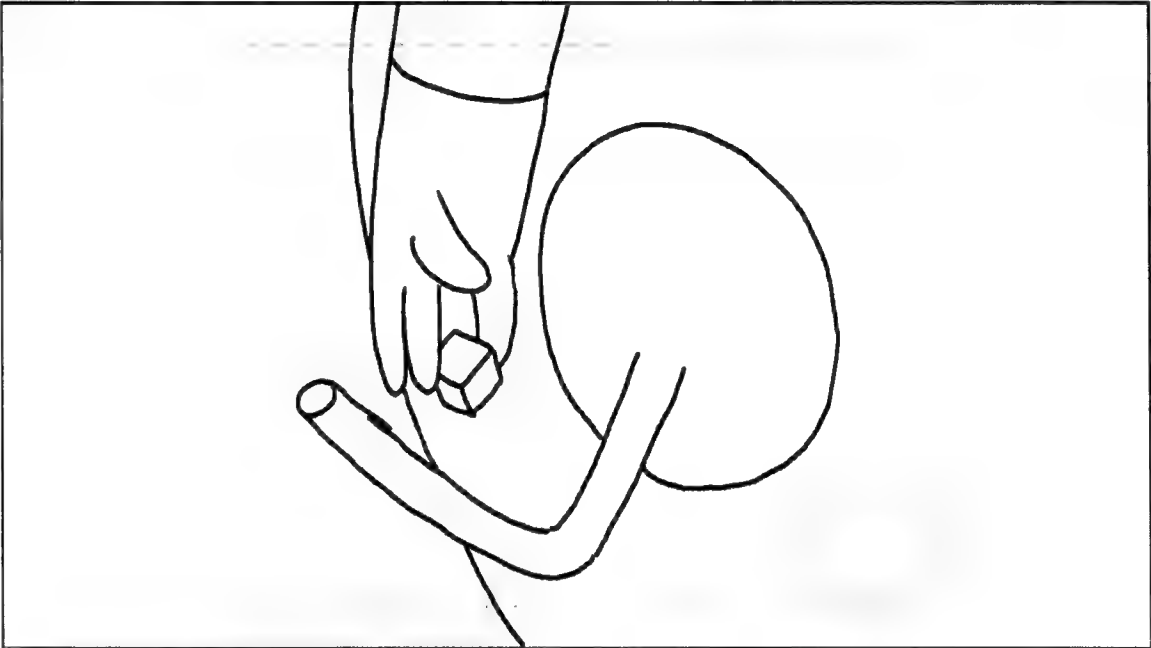
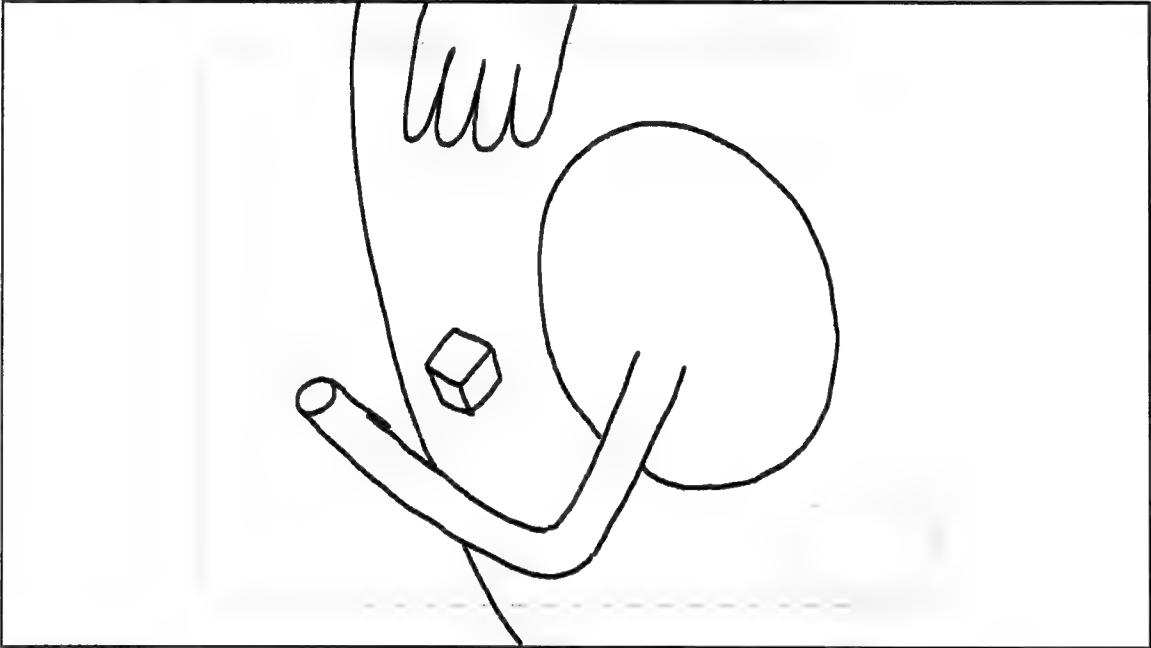
day night

Sc. 203

Pnl. B

Bg.

day night

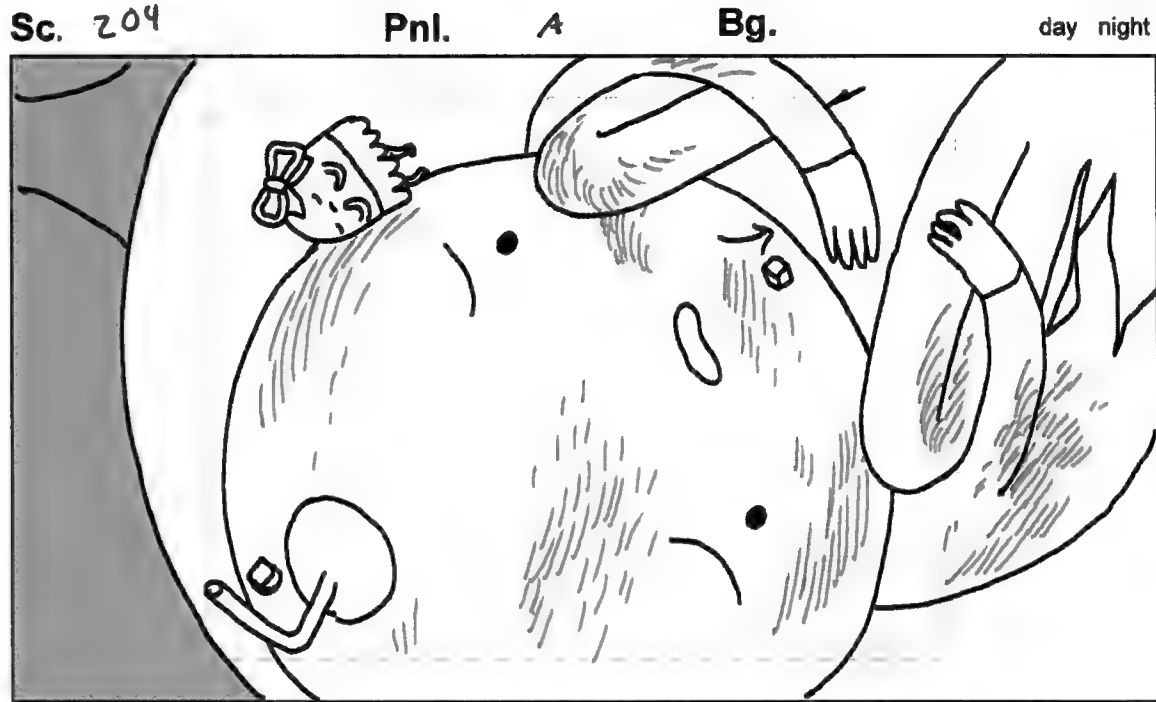
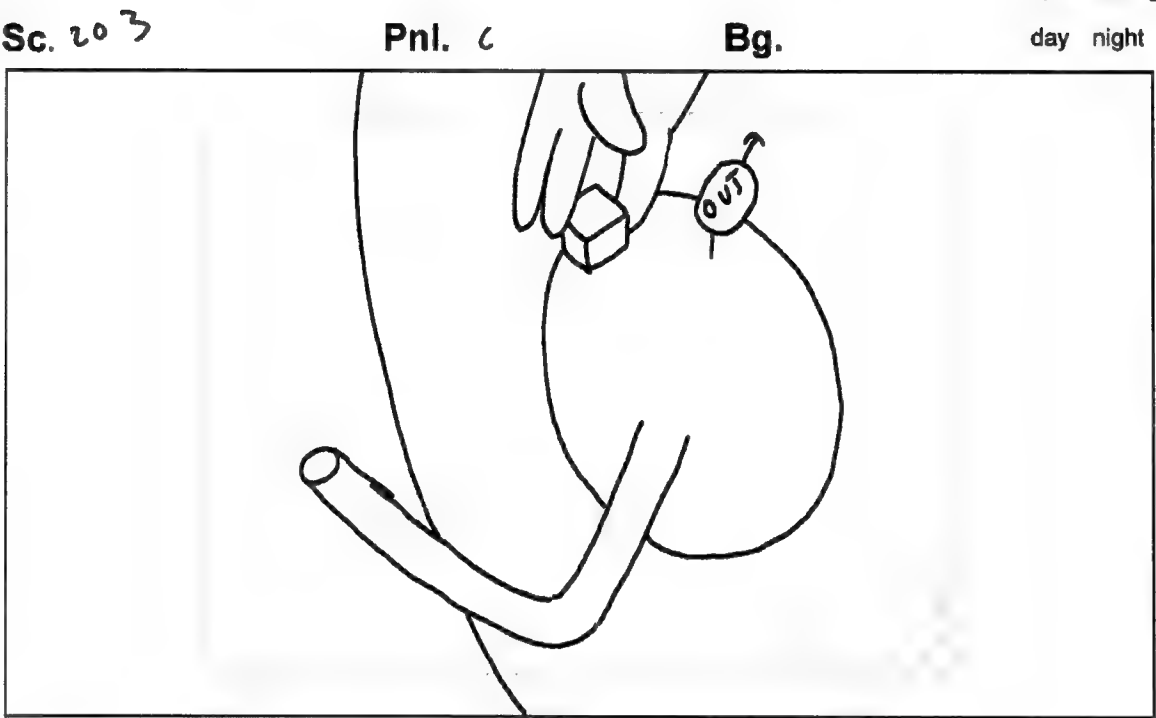


Dialog:
Action:
Timing:

EPISODE # 1025-195

Production :

ADVENTURE TIME



Dialog:

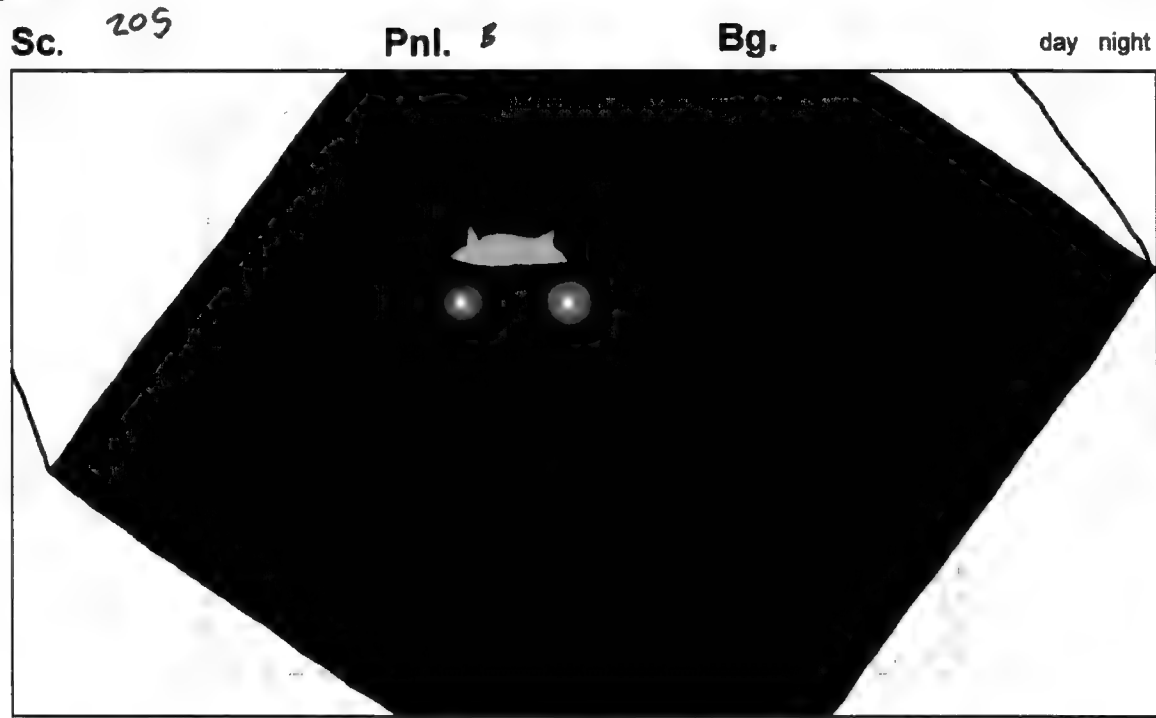
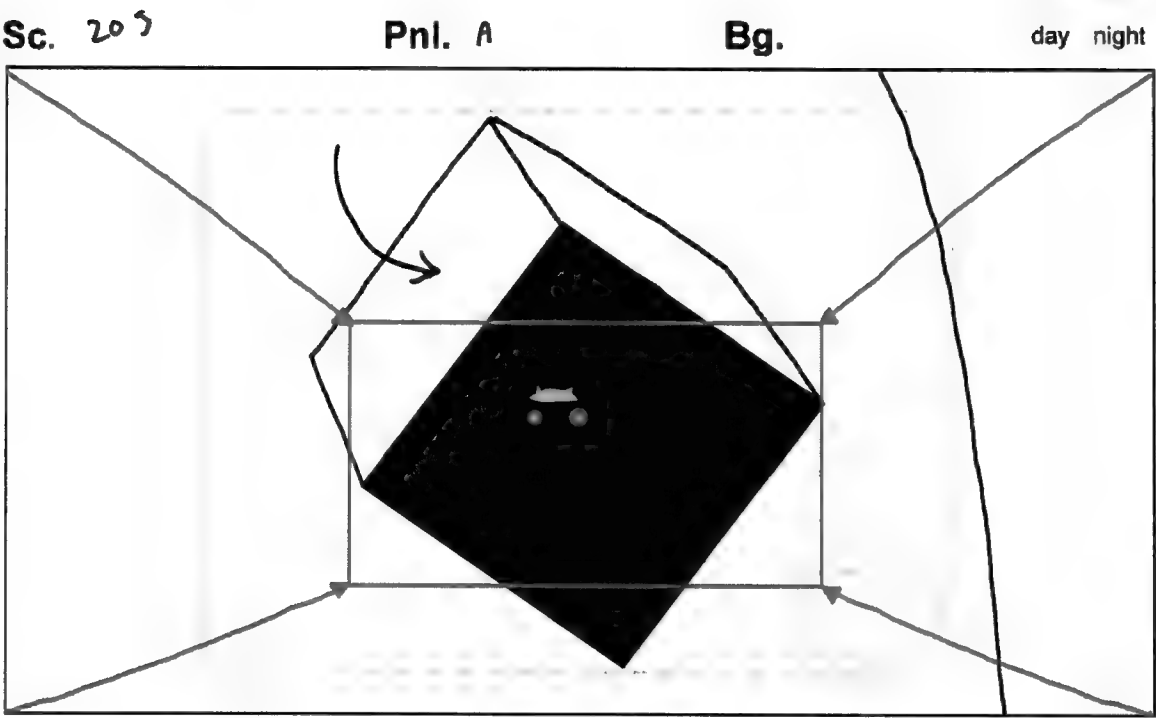
Action:

Timing:

A + B BLUE G.D. LASS. SNOOZING SOFTLY.

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ADVENTURE TIME



Dialog:
Action: <p>CUBE ROTATES AROUND.</p>
Timing:

EPISODE # 1025-195
Production :

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ADVENTURE TIME

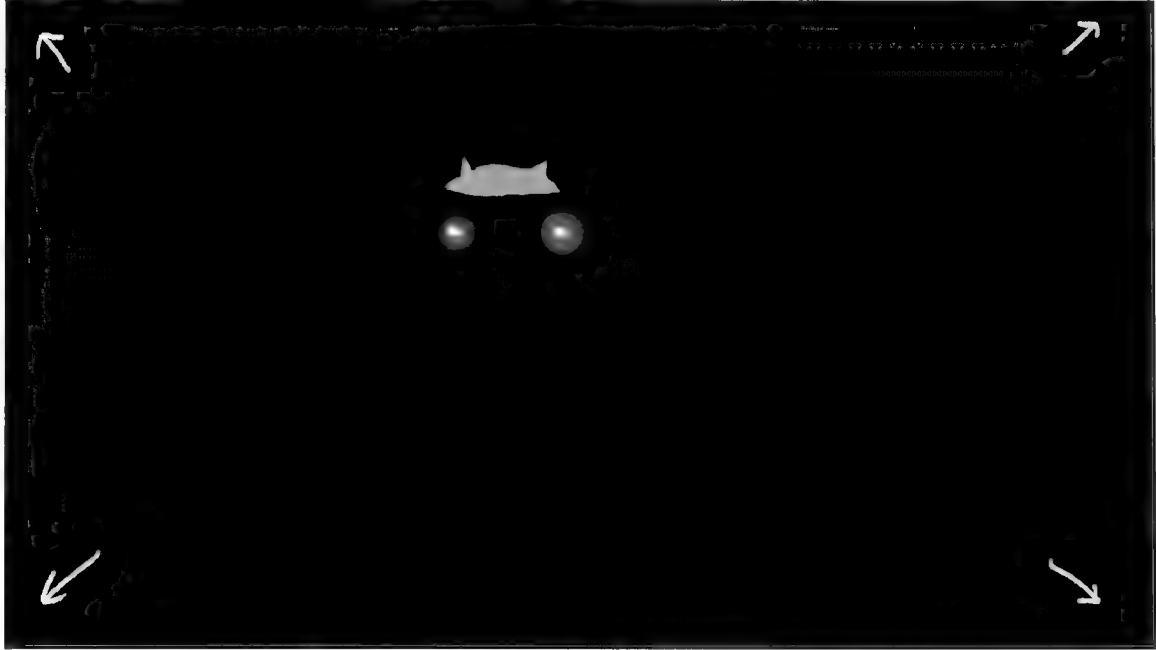


Sc. 206

Pnl. A

Bg.

day night



Sc. 206

Pnl. B

Bg.

day night



Dialog:

GRR R R R R R R R R

Action:

Timing:

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ADVENTURE TIME



Page 297

Sc. 206

Pnl. c

Bg.

day night

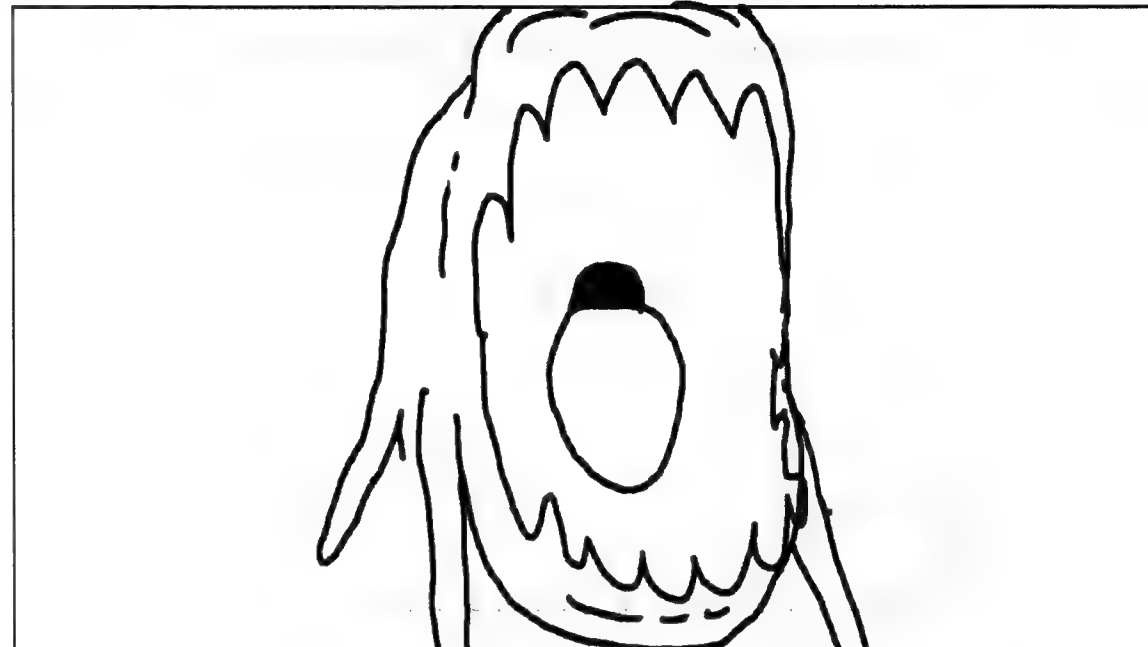


Sc. 206

Pnl. d

Bg.

day night



Dialog:

RUFF!

Action:

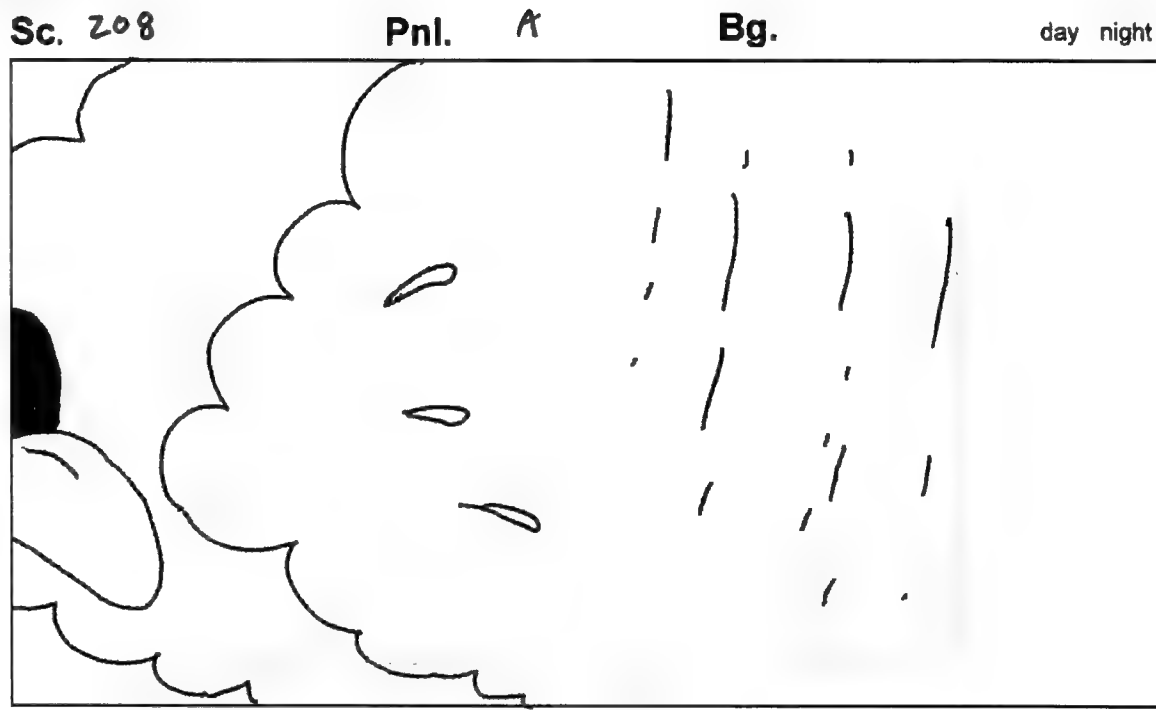
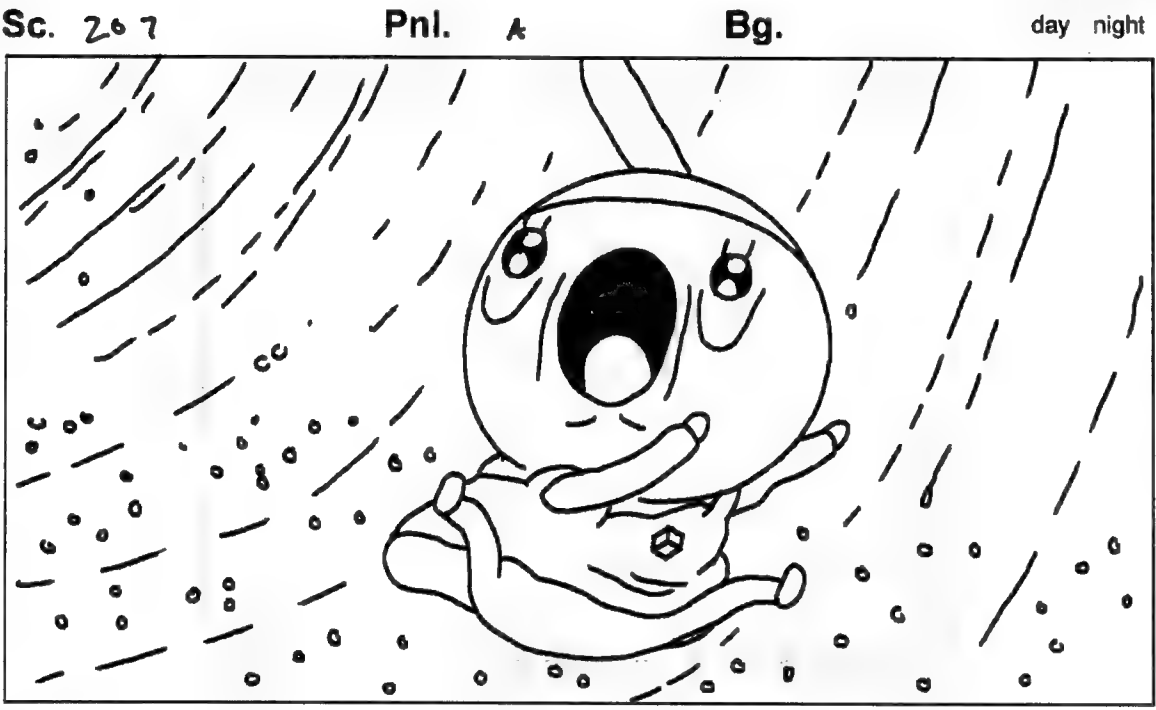
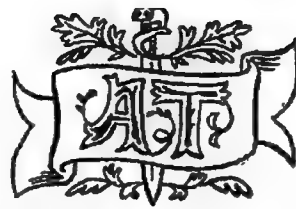
Timing:

Production :

EPISODE #

1025-195

ADVENTURE TIME



Dialog:

A.C. | A A A A A ...

BARK!

Action:

Timing:

EPISODE # 1025-195

Production :

ADVENTURE TIME

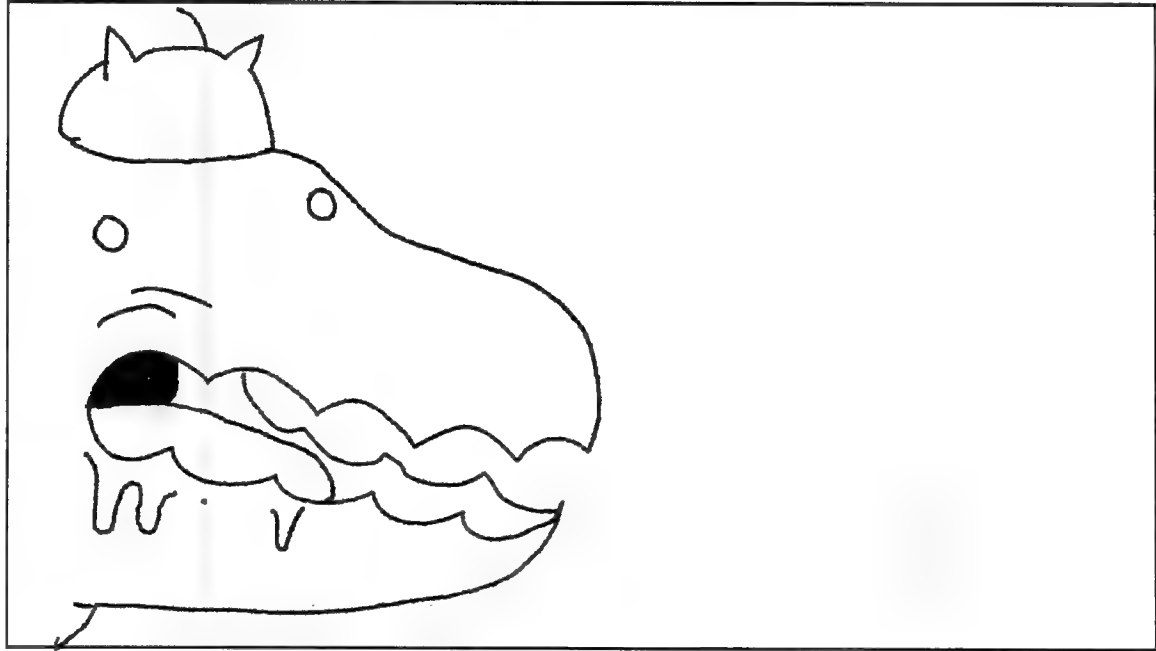


Sc. 208

Pnl. 3

Bg.

day night



Sc. 208

Pnl. 4

Bg.

day night



Dialog:

== BARK! ==

Action:

Timing:

1025-198

EPISODE #

Production :

ADVENTURE TIME

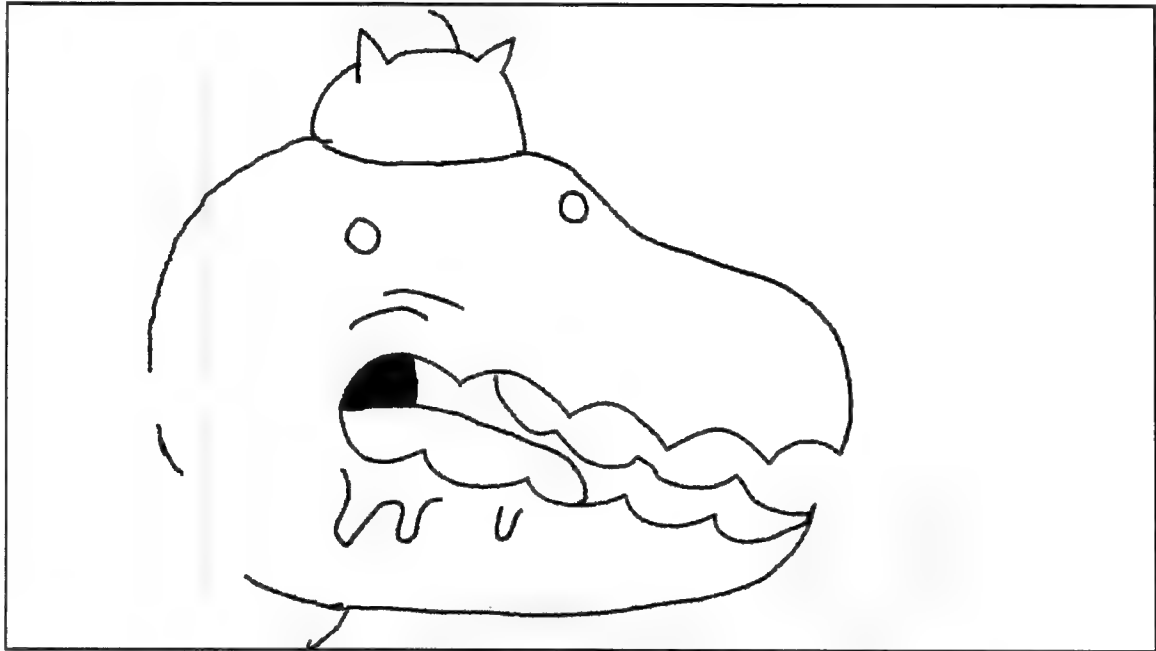


Sc. 208

Pnl. 0

Bg.

day night

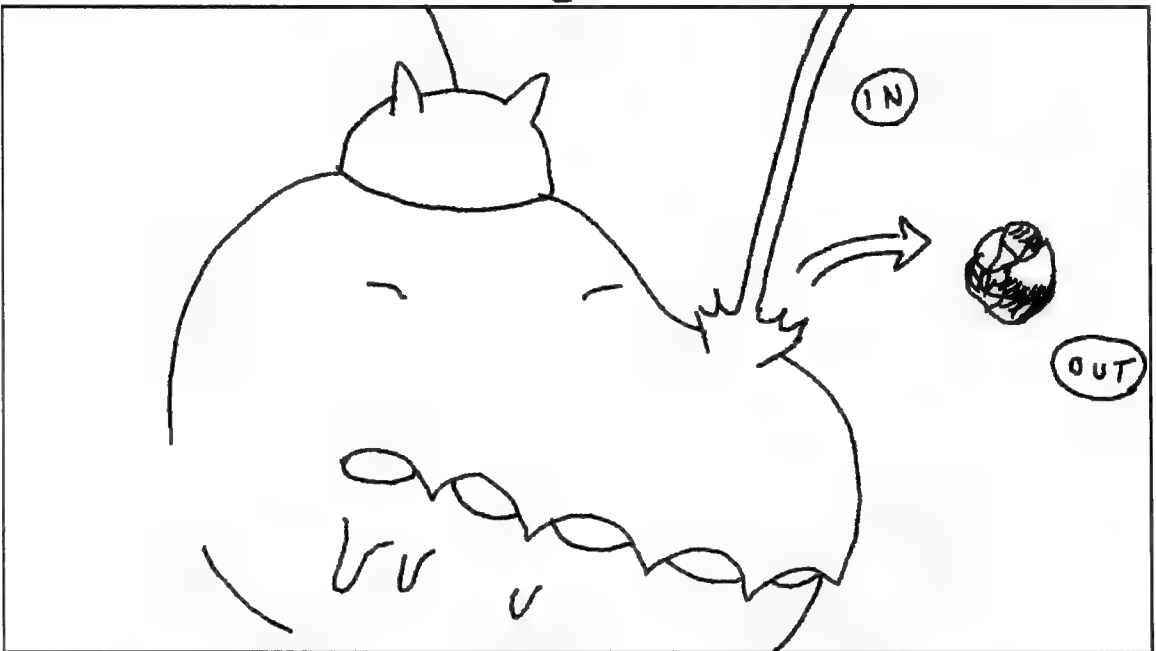


Sc. 208

Pnl. 6

Bg.

day night



Dialog:

DOG
SURPRISE NOISE //

Action:

Timing:

1025-195

EPISODE #

Production :

ADVENTURE TIME

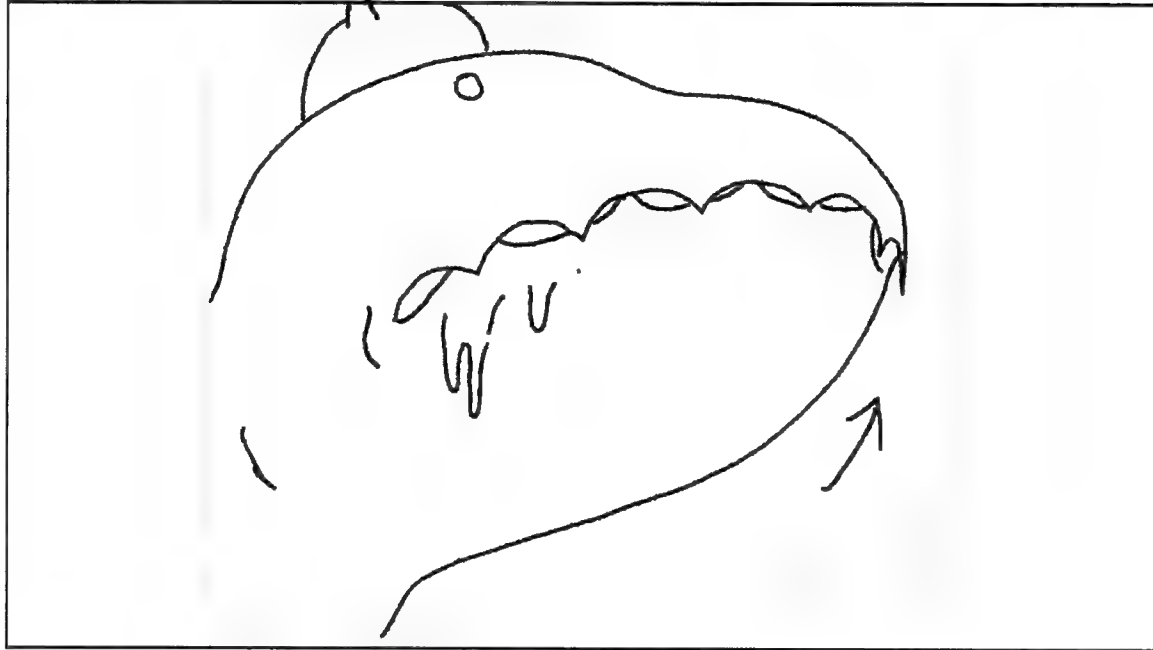


Sc. 208

Pnl. f

Bg.

day night



Sc. 209

Pnl. 4

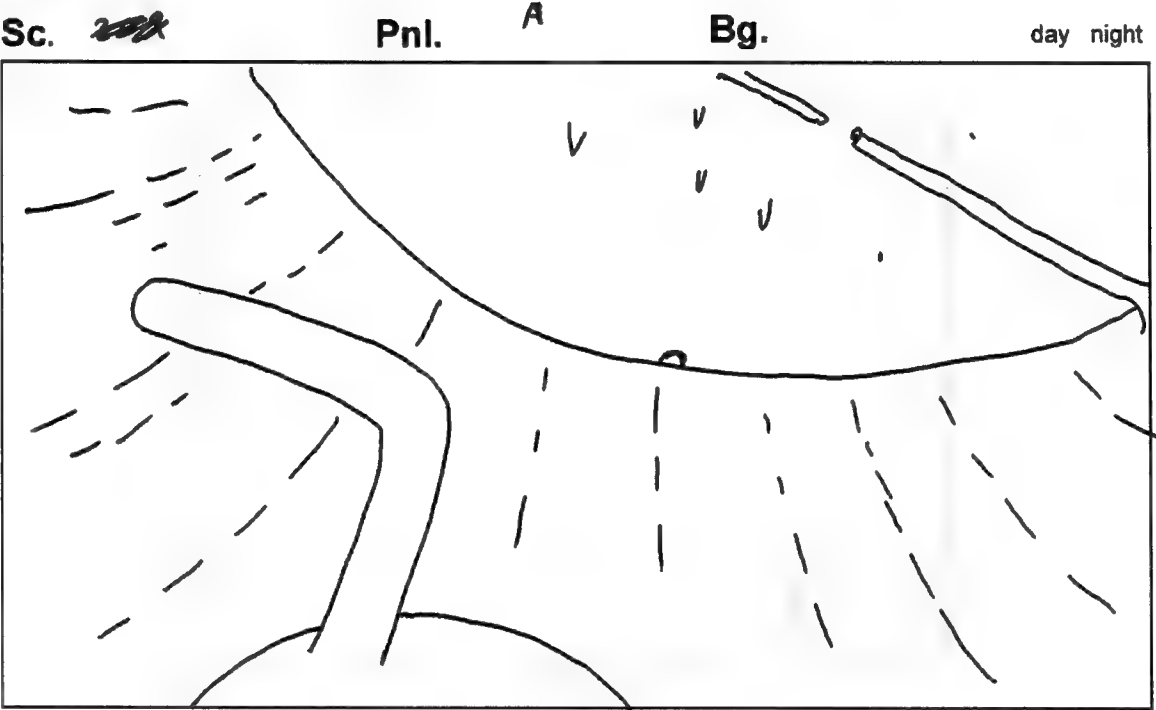
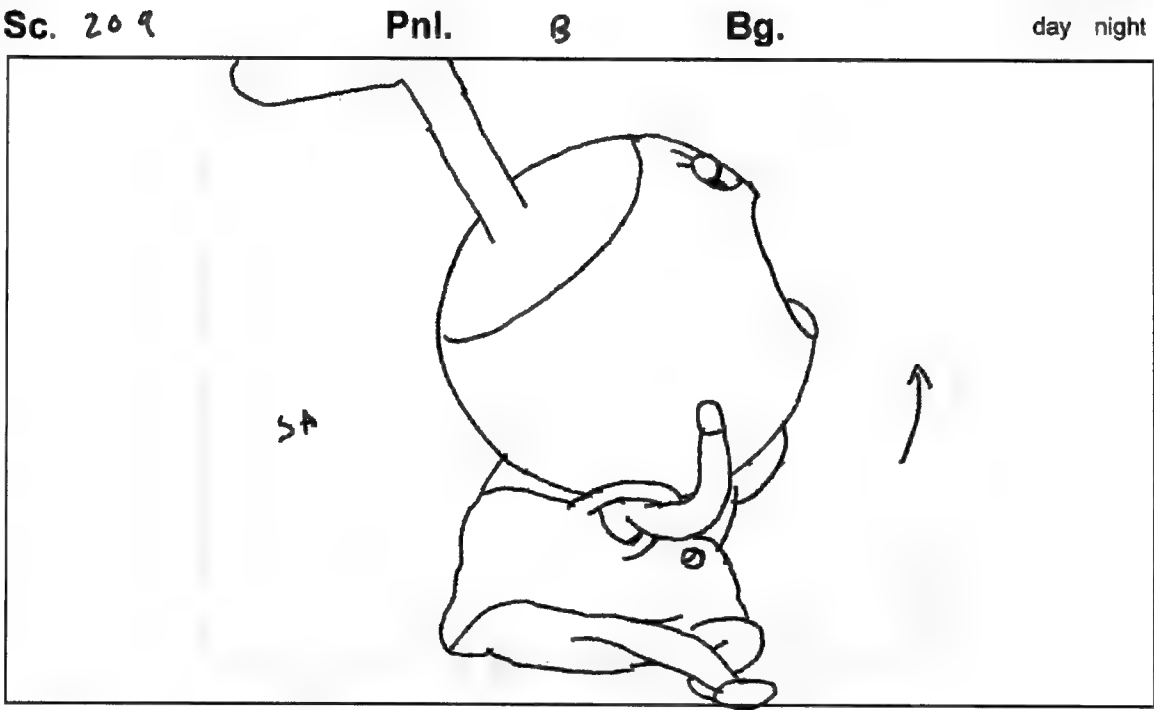
Bg.

day night



Dialog:	
Action: <div>LOOKS UP.</div> <div>S. P.</div>	
Timing:	

ADVENTURE TIME



Dialog:
Q = GASP! TUBER!
Action:
Timing:

Production : 1025-195 EPISODE #

ADVENTURE TIME



Sc. 211	Pnl. A	Bg.	day night	Sc. 211	Pnl. B	Bg.	day night

Dialog:
<p>Ⓣ HERE CUBER, USE THIS!</p> <p>Ⓣ UH!</p>
Action:
Timing:

1025-19S

EPISODE #

Production :

ADVENTURE TIME

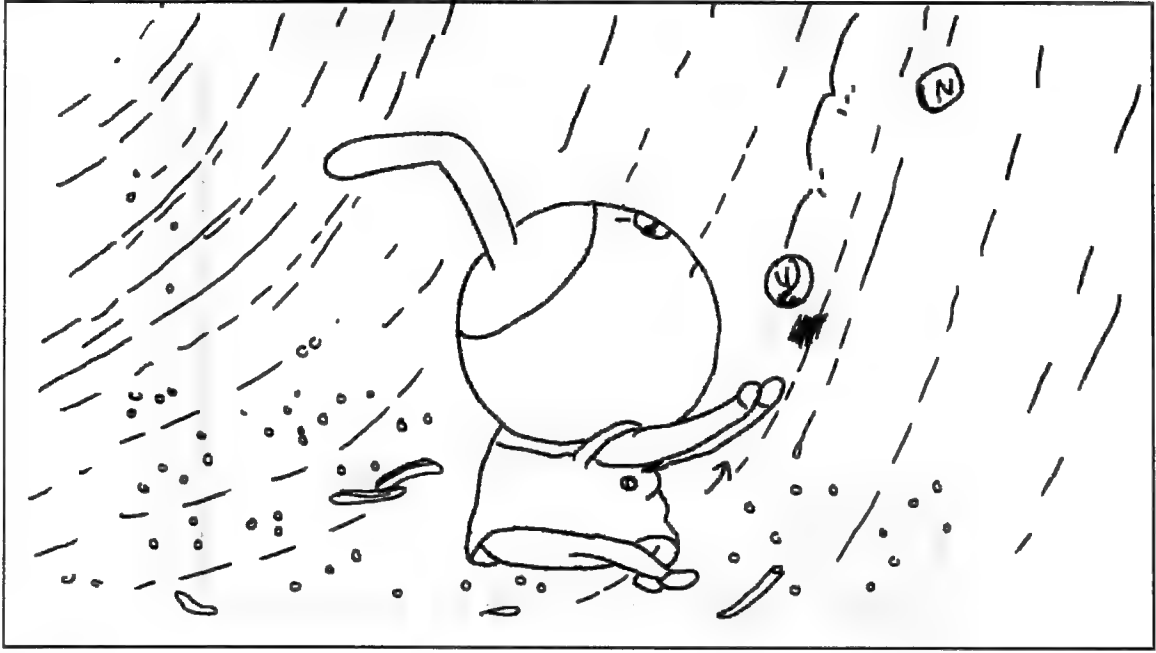


Sc. 212

Pnl. A

Bg.

day night



Sc. 212

Pnl. B

Bg.

day night

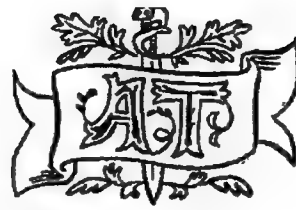


Dialog:
Action: <p>IS IT POSSIBLE FOR THIS BABY MODEL TO BE FATTER OVERALL - S.W.</p>
Timing:

EPISODE # 1025-19S
Production :

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ADVENTURE TIME



Sc. 212

Pnl. c

Bg.

day night

Sc. 213

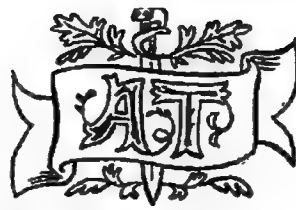
Pnl. A

Bg.

day night

Dialog:
Action:
Timing:

ADVENTURE TIME



Sc. 213

Pnl.

b

Bg.

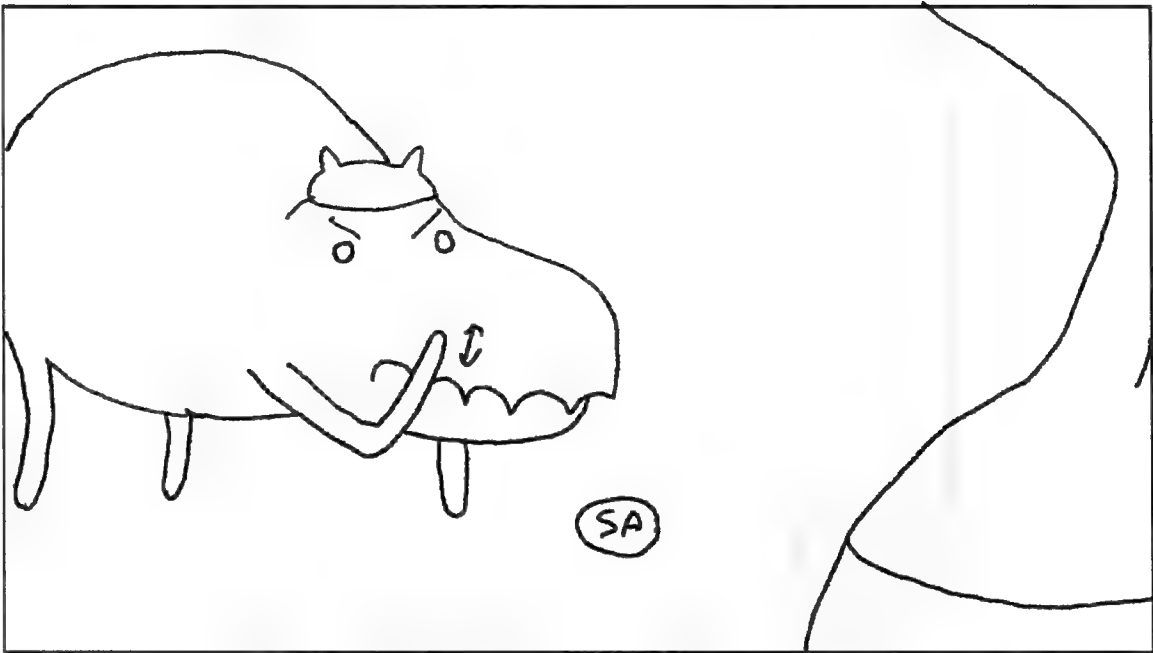
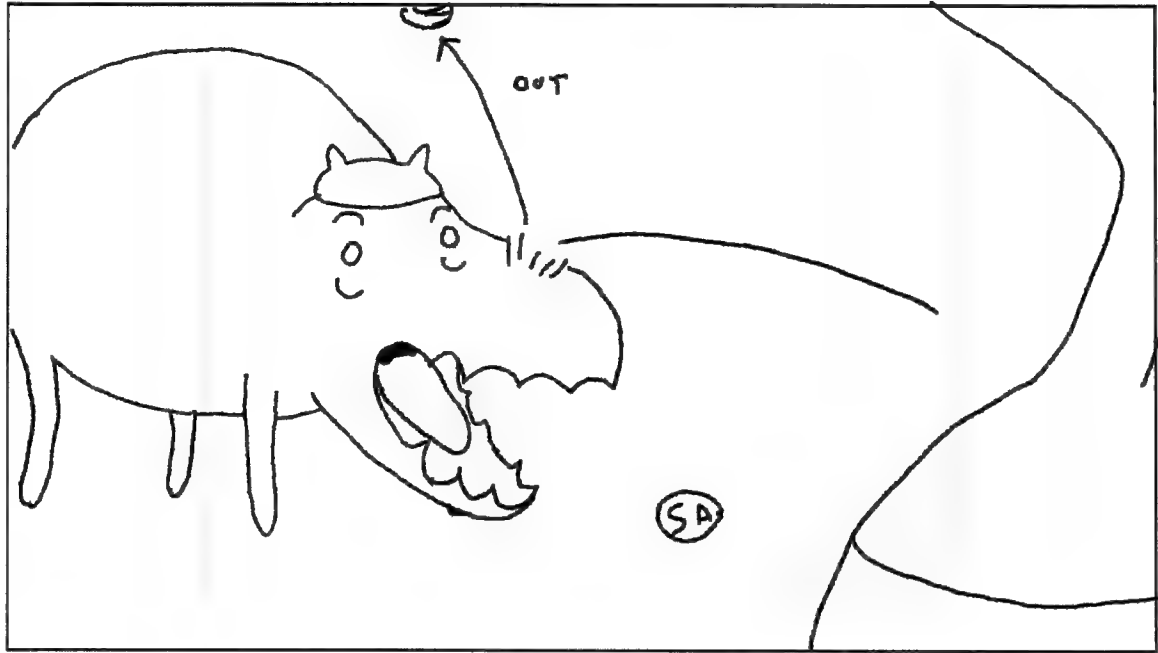
day night

Sc. 213

Pnl. c

Bg.

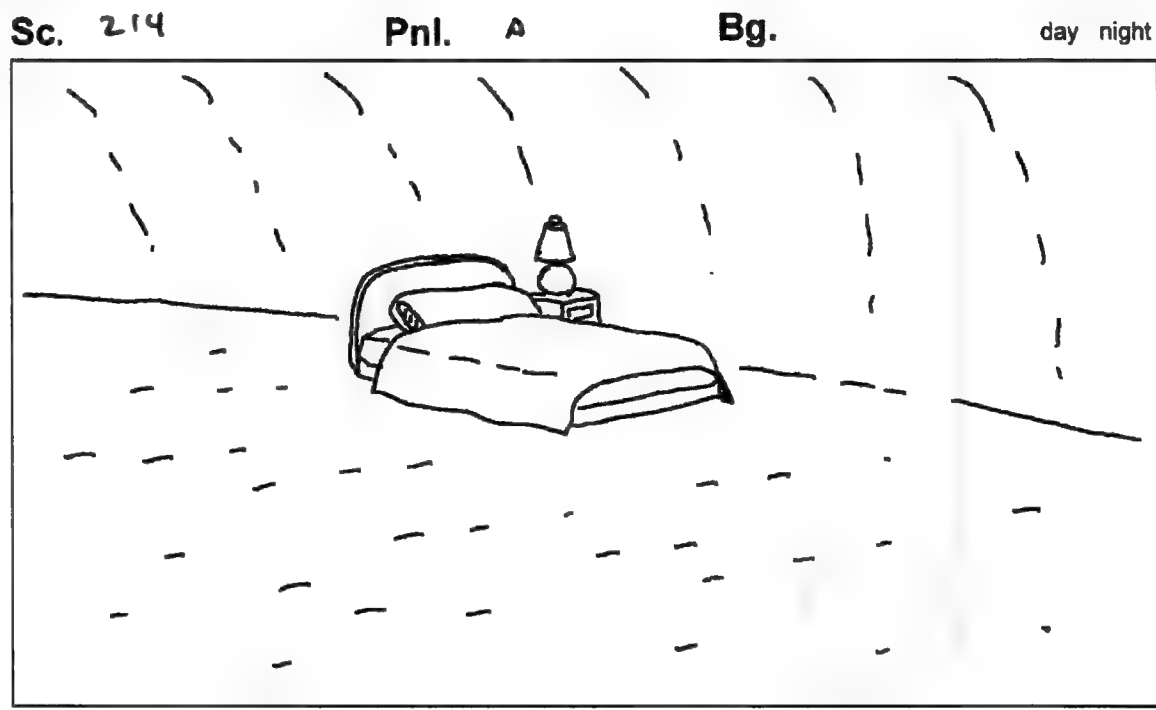
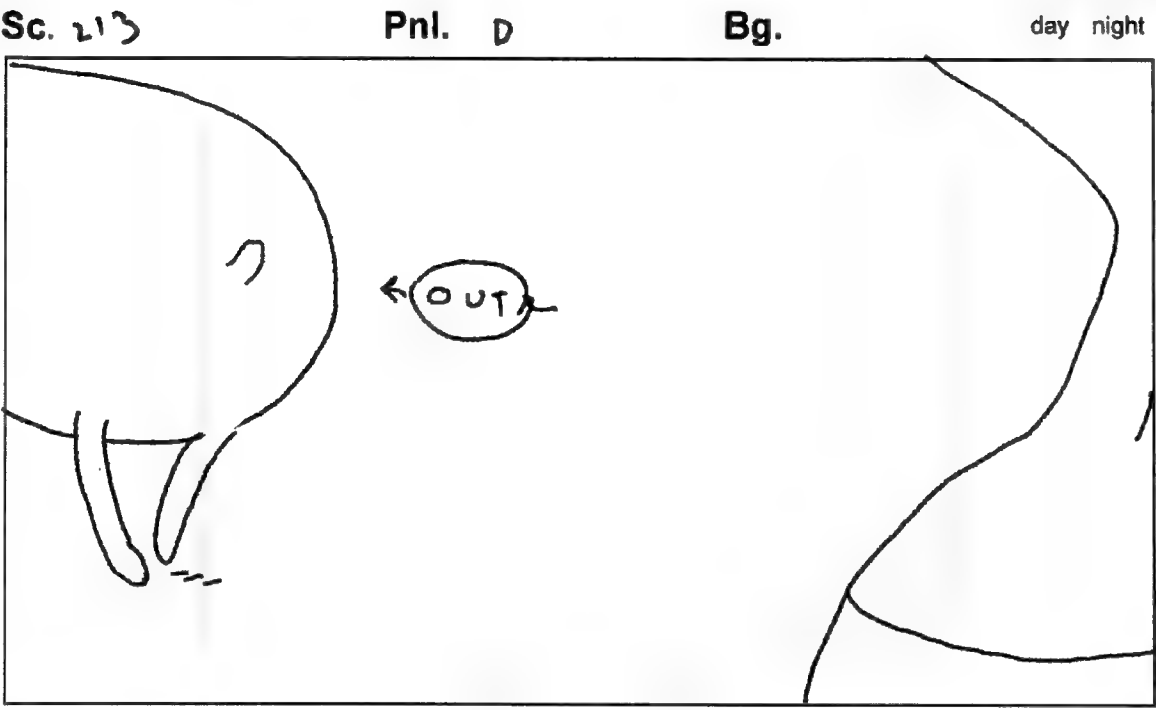
day night



Dialog:
(SF) BOP!
Action:
BOPPED. RUBS NOSE.
Timing:

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ADVENTURE TIME



Dialog:
Action:
Timing:

- DEEP IN THE CAVE.
- DARK
- BEDSIDE LAMP IS NOT ON.

EPISODE # 1025-195
Production :

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ADVENTURE TIME



Page **308**

Sc. 214	Pnl. B	Bg.	day night	Sc. 214	Pnl. C	Bg.	day night

Dialog:
Action:
Timing:

Production : 1025-195 EPISODE #

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ADVENTURE TIME



Sc. 214 Pnl. D Bg. day night

Sc. 214 Pnl. E Bg. day night

Dialog:
Action:
Timing:

Production : 1025-195 EPISODE #

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ADVENTURE TIME

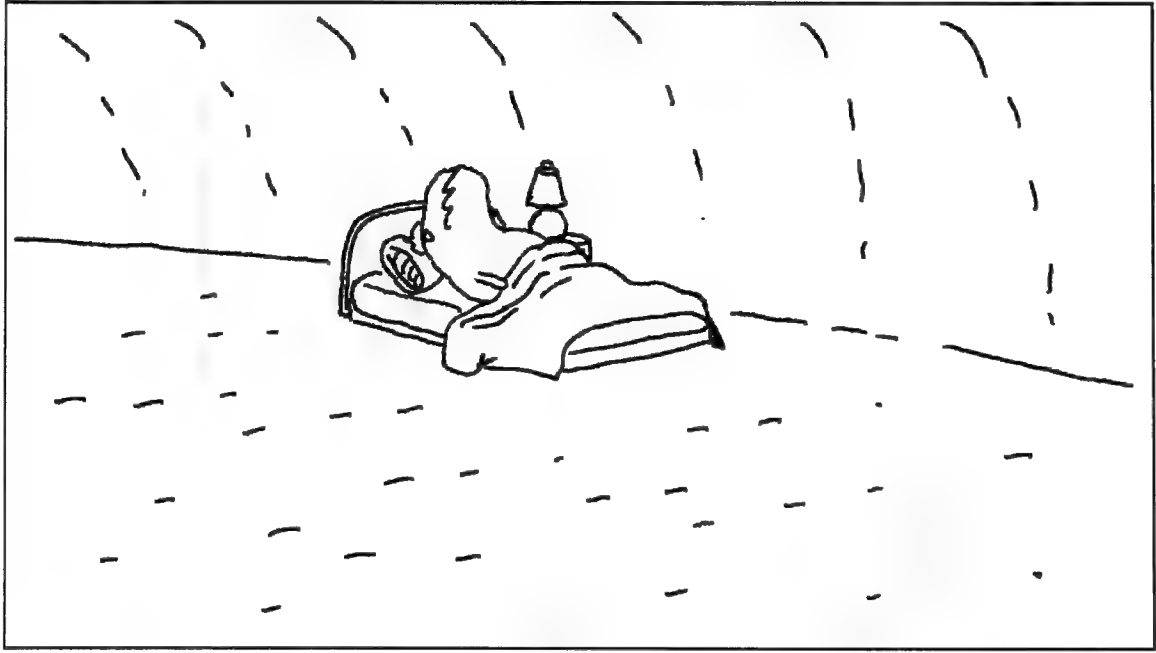


Sc. 214

Pnl. F

Bg.

day night

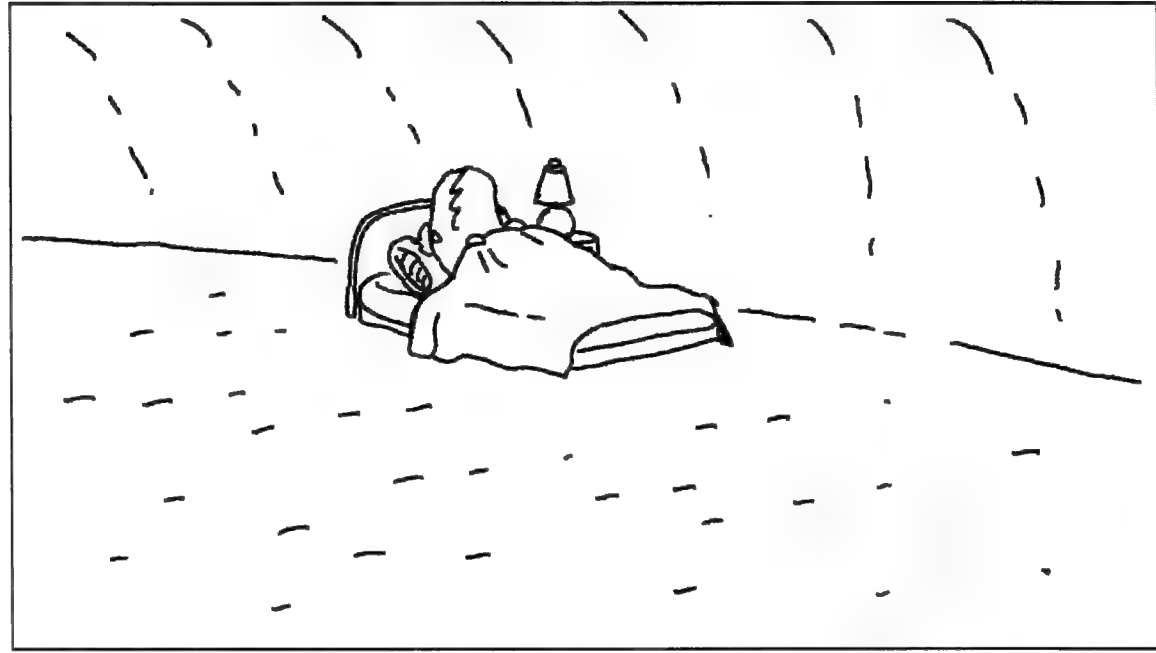


Sc. 214

Pnl. G

Bg.

day night



Dialog:
Action:
Timing:

Production : 1025-195 EPISODE #

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ADVENTURE TIME

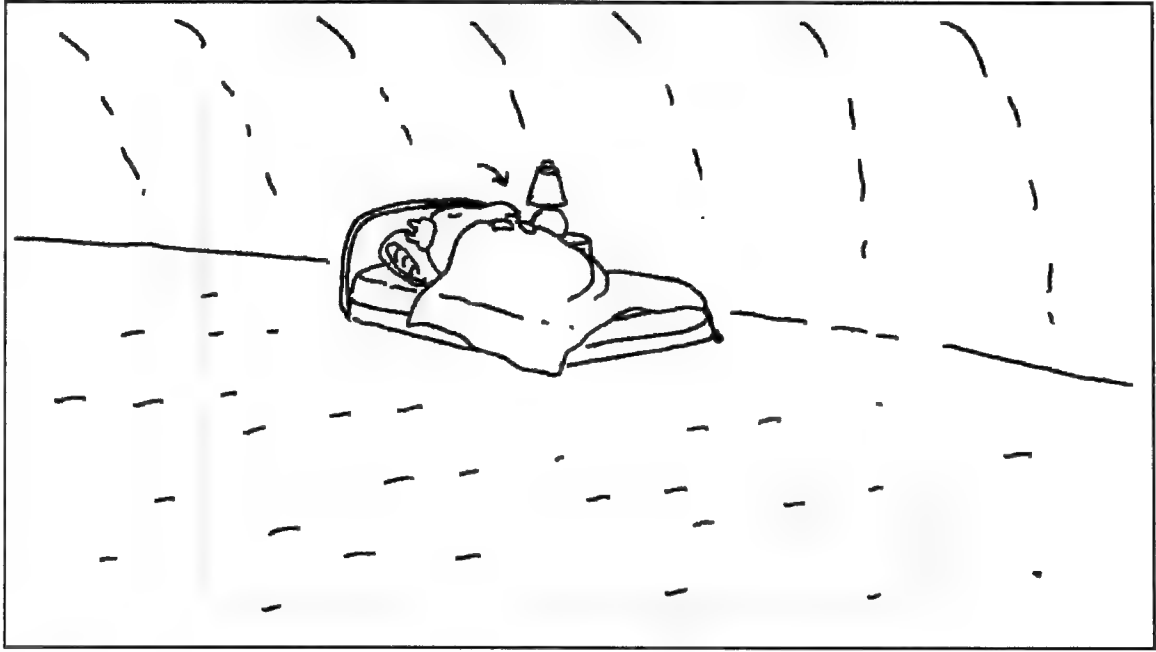


Sc. 214

Pnl. 8

Bg.

day night




Sc. 215

Pnl. 4

Bg.

day night



Dialog:
Action:
Timing:

1025-195

EPISODE #

Production :

ADVENTURE TIME

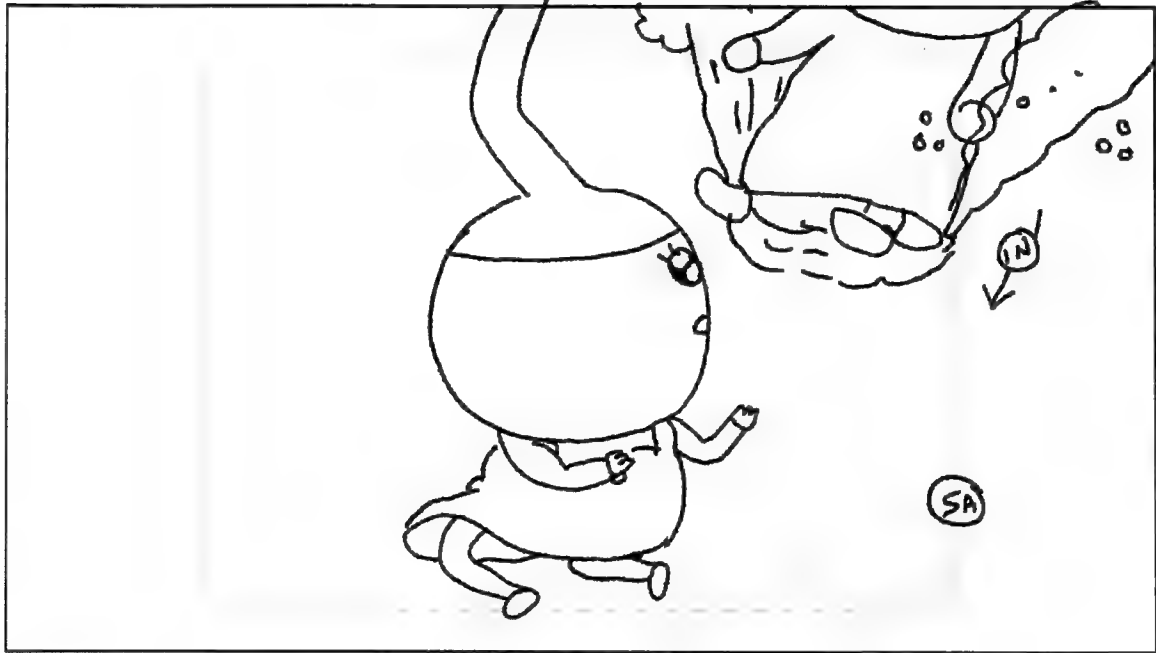


Sc. 215

Pnl. B

Bg.

day night

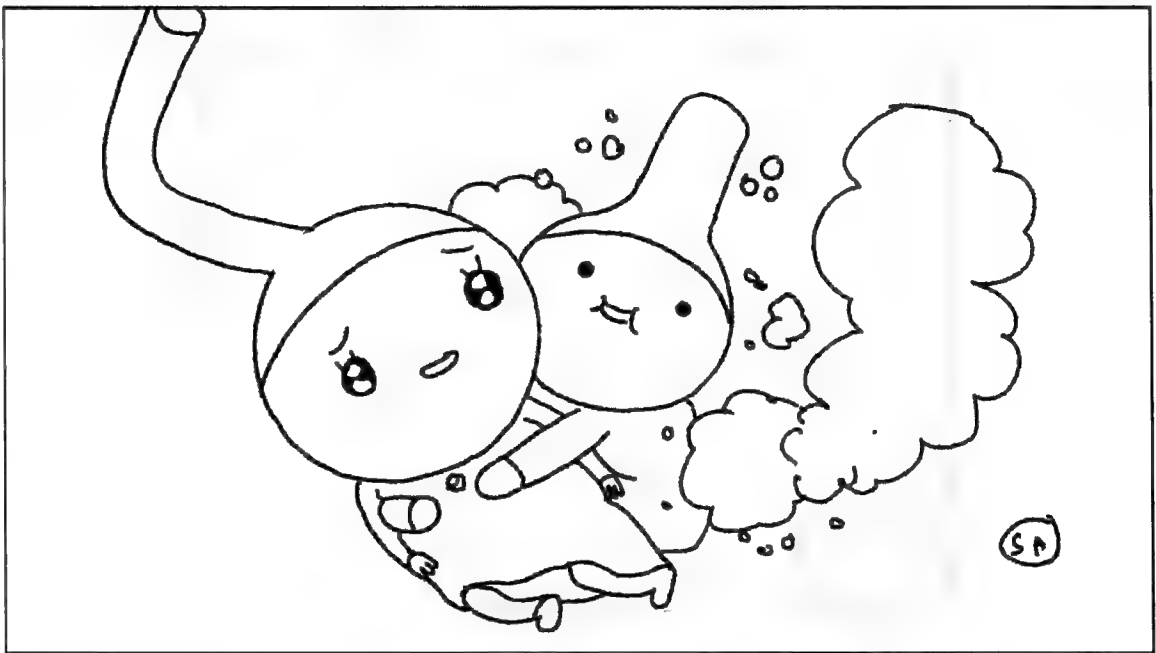


Sc. 215

Pnl. C

Bg.

day night



Dialog:		④ YOU CAN BE A HERO, CUBER, AND WHAT A CUBE CAN BE, HE MUST BE. SELF ACTUALIZATION, LABLE BROTHER.	
Action:		SLIDING DOWN IN THE DIRT.	CLOUD DISSAPATES.
Timing:			

ADVENTURE TIME



Page 313

Sc. 215

Pnl. 0

Bg.

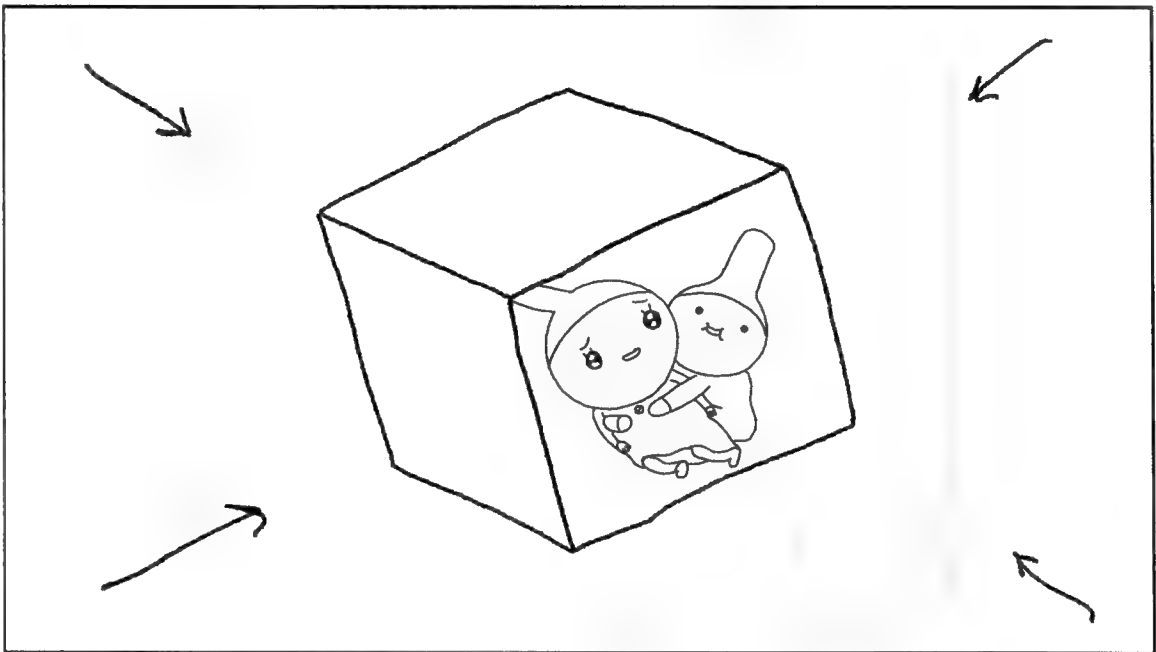
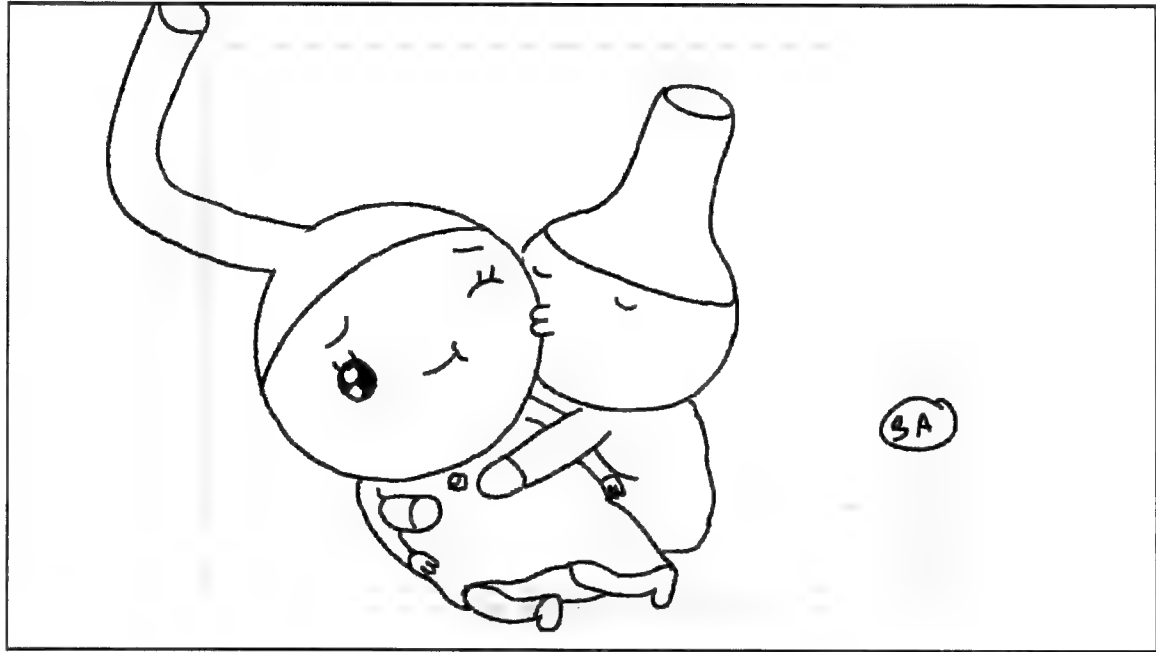
day night

Sc. 216

Pnl. 4

Bg.

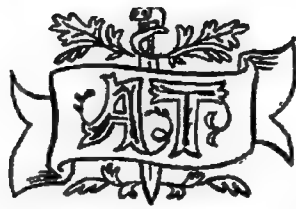
day night



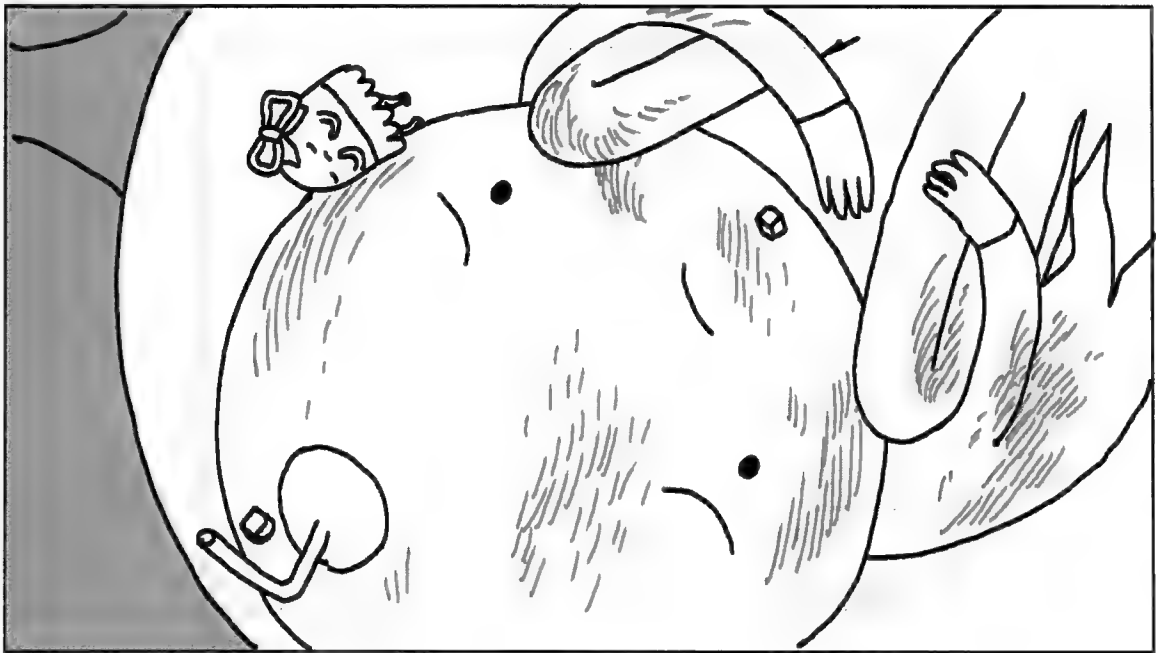
Dialog:	(SFX) / KISS!
Action:	MATCH PREV. CUBE TRANSITION
Timing:	

EPISODE # 1025-195.
Production :

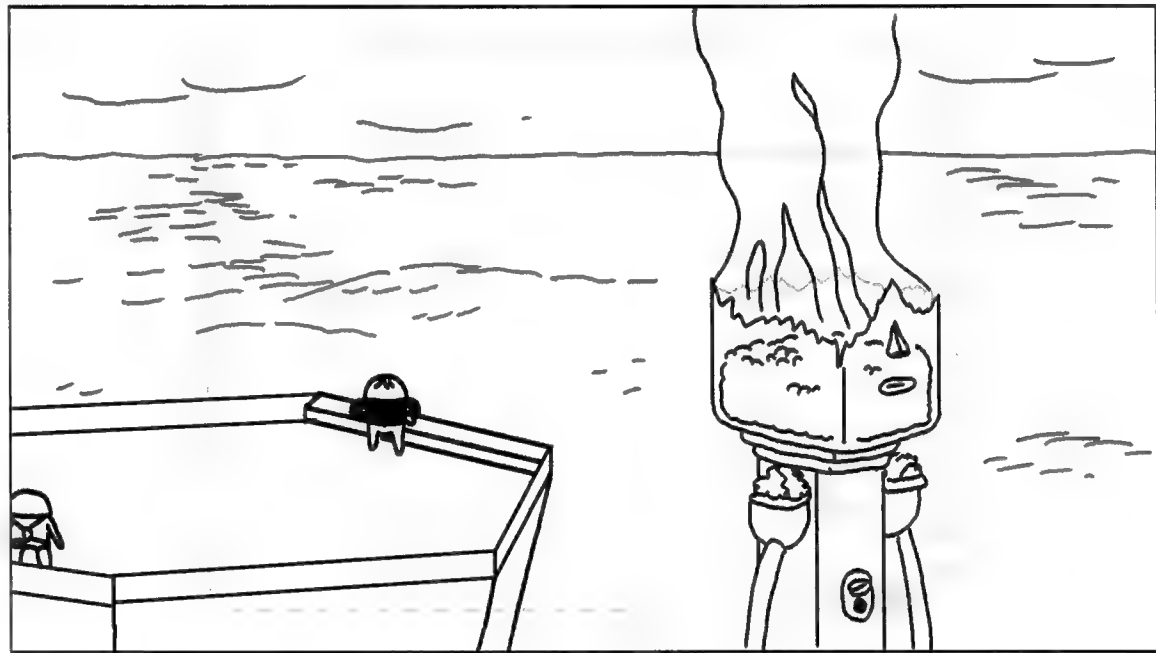
ADVENTURE TIME



Sc. 217 Pnl. A Bg. day night



Sc. 218 Pnl. 4 Bg. day night

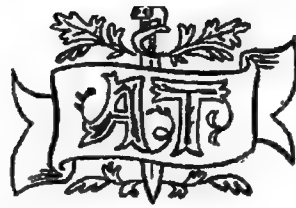


Dialog:

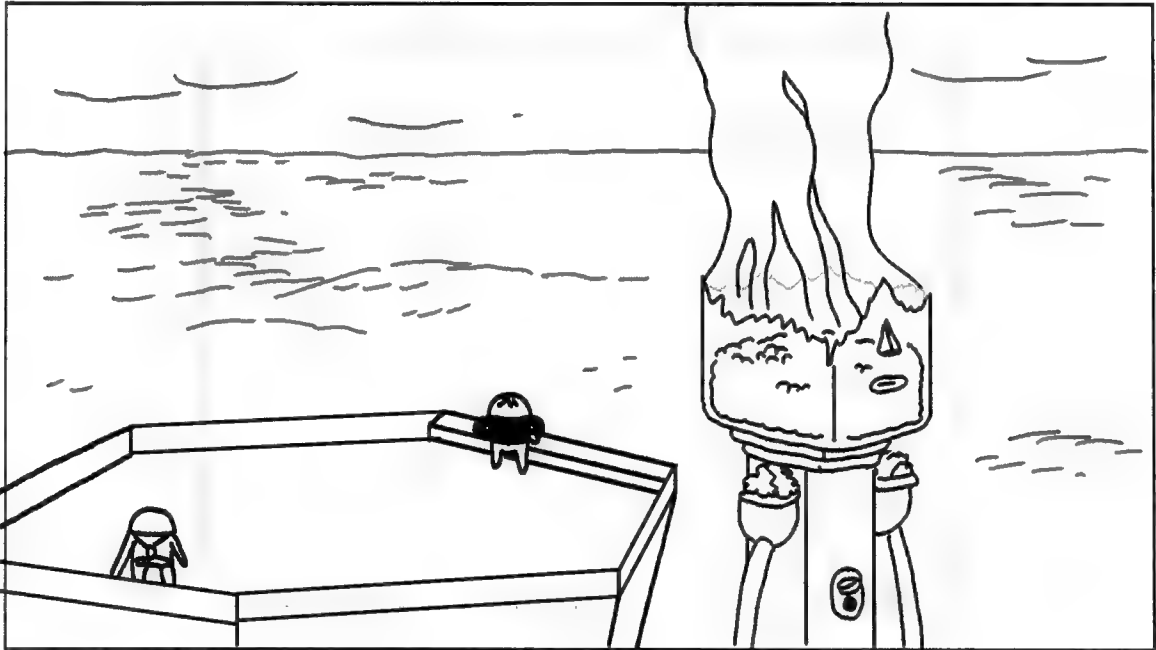
Action:

Timing:  +  BLUE
G.D. LASS.
SNOOZING
SOFTLY.

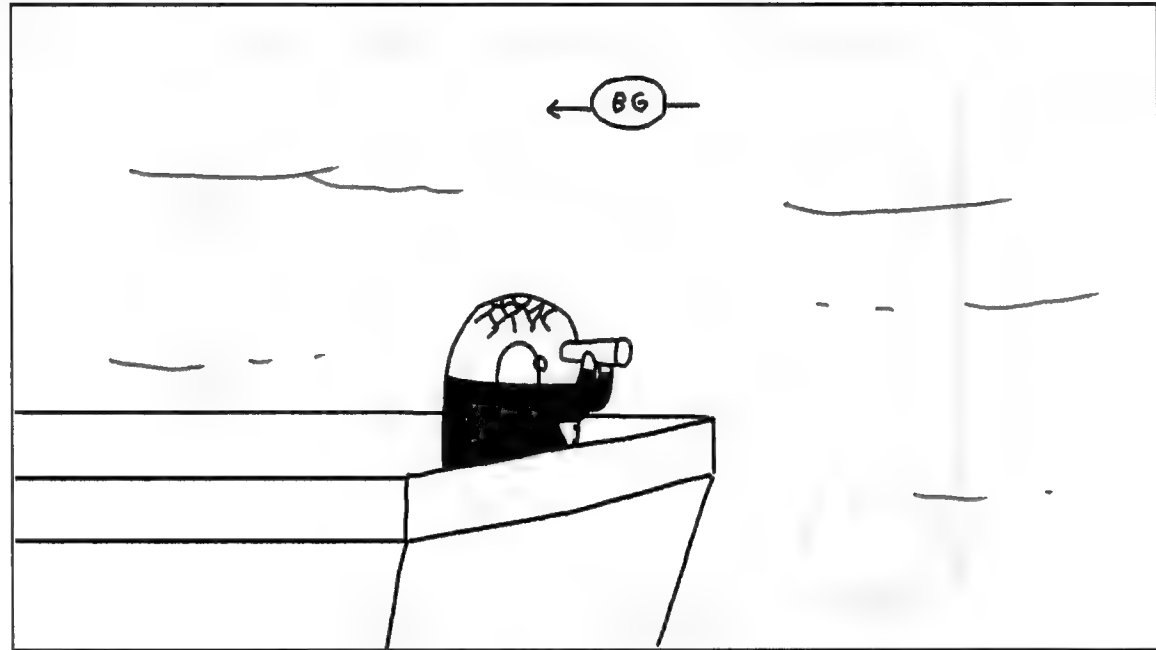
ADVENTURE TIME



Sc. 218 Pnl. B Bg. day night



Sc. 219 Pnl. A Bg. day night



Dialog:
Action:
Timing:

ADVENTURE TIME



Sc. 219

Pnl. B

Bg.

day night

Sc. 219

Pnl. C

Bg.

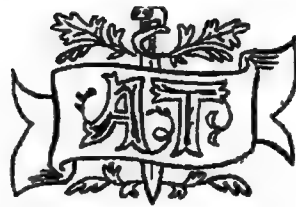
day night



Dialog:
⑥ < MAYBE WE SHOULD GO CLOSER >
Action:
Timing:

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ADVENTURE TIME

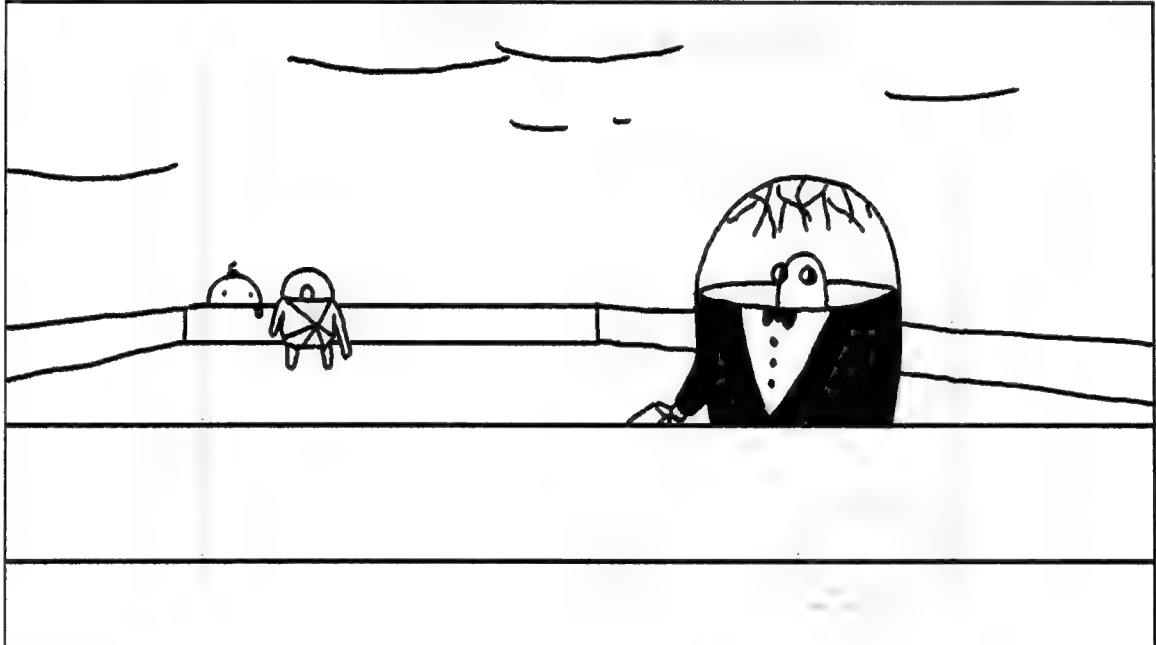


Sc. 220

Pnl. A

Bg.

day night

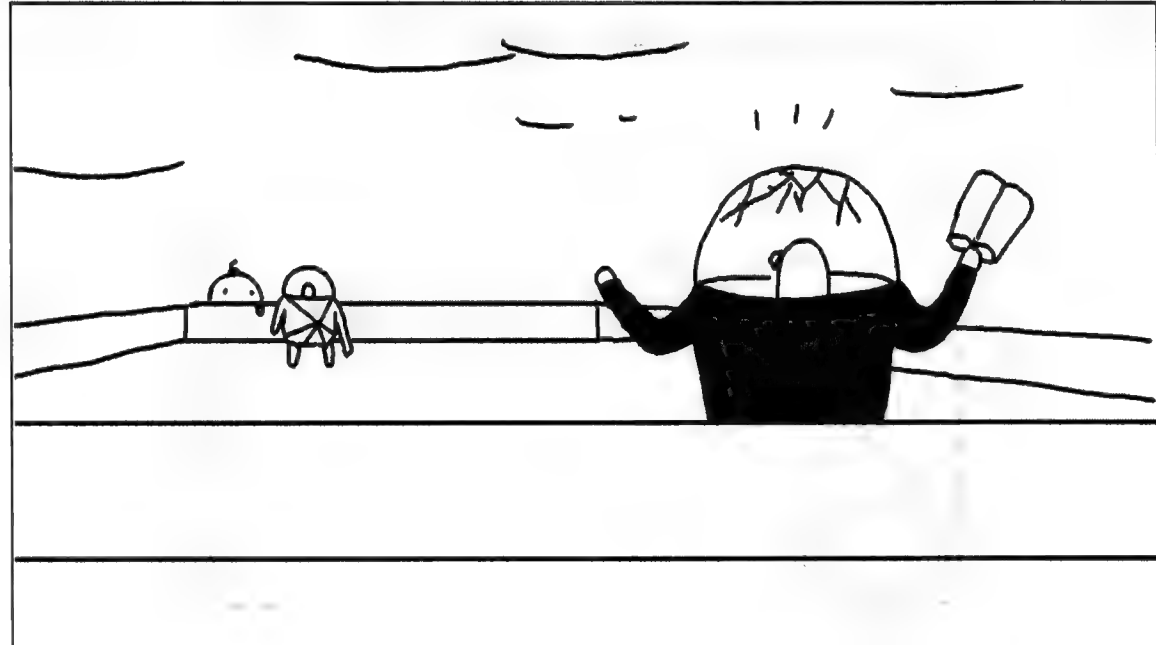


Sc.220

Pnl. B

Bg.

day night



Dialog:
⑥ / <BE HIND YOU!>
Action:
Timing:

EPISODE # 1025-195
Production :

ADVENTURE TIME

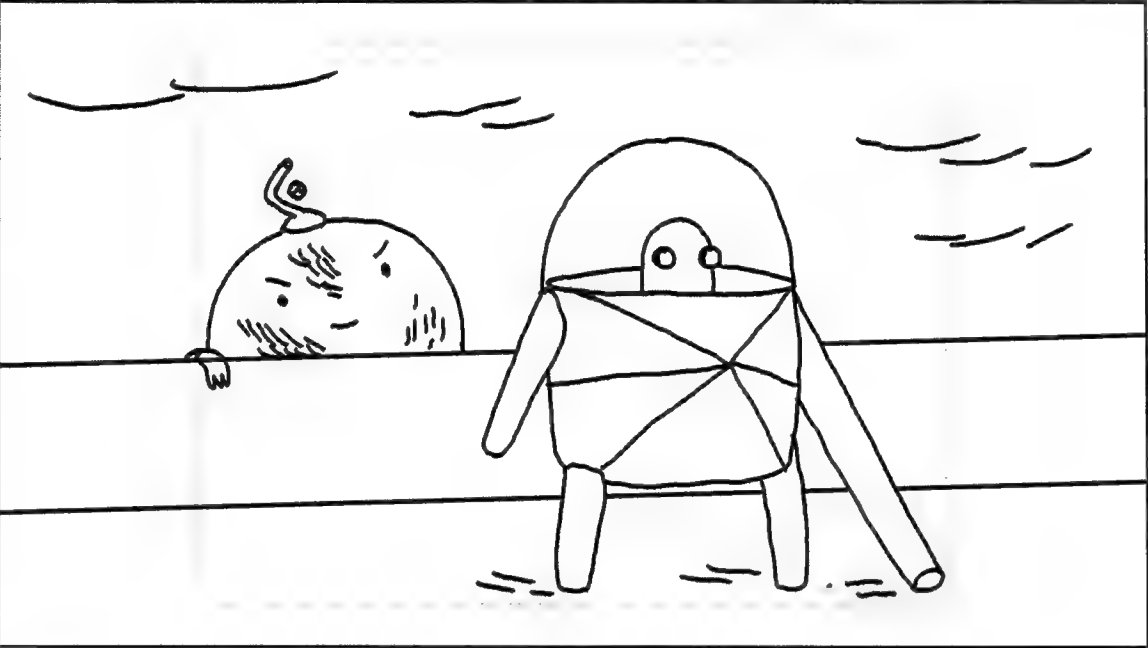


Sc. 221

Pnl. A

Bg.

day night

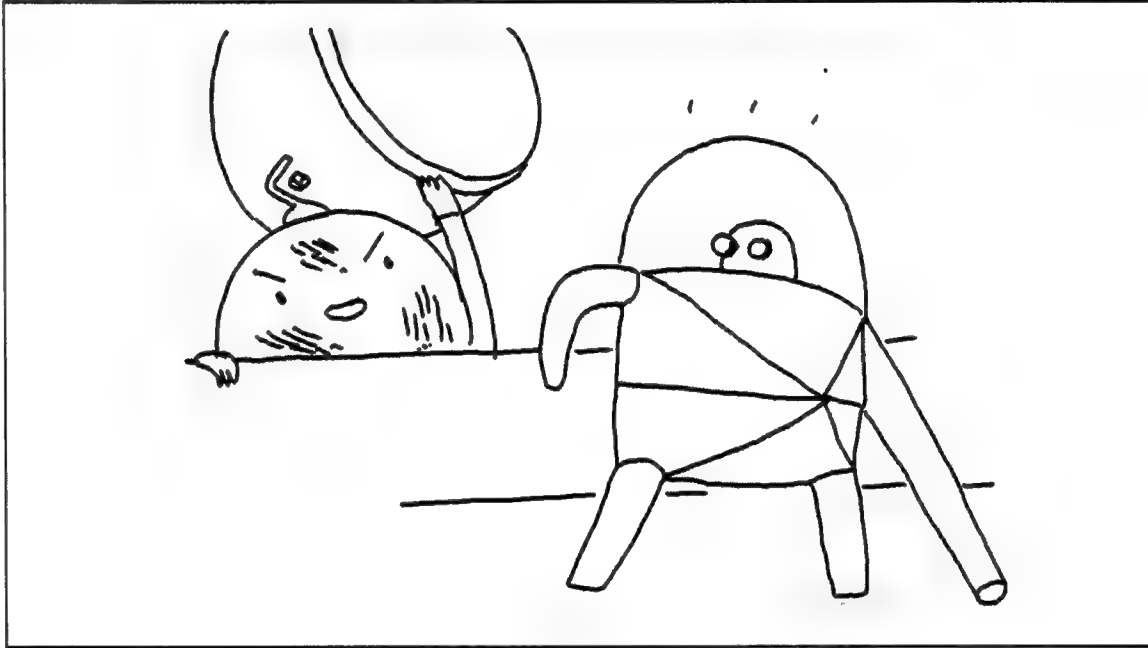


Sc. 221

Pnl. B

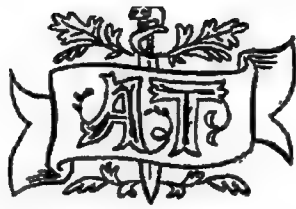
Bg.

day night

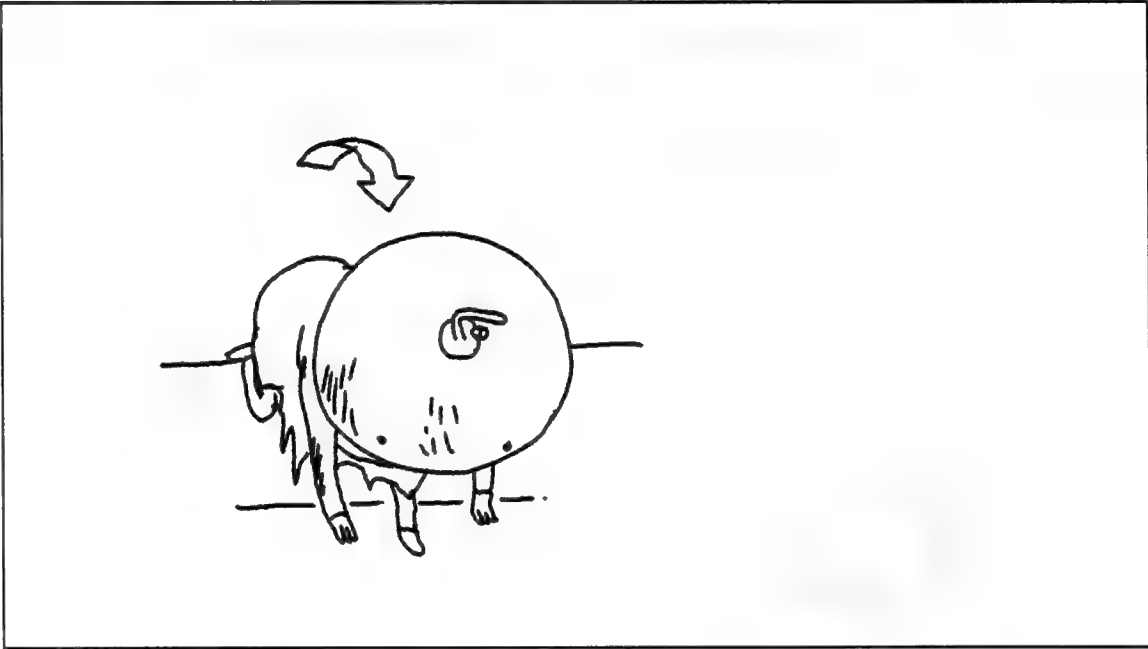
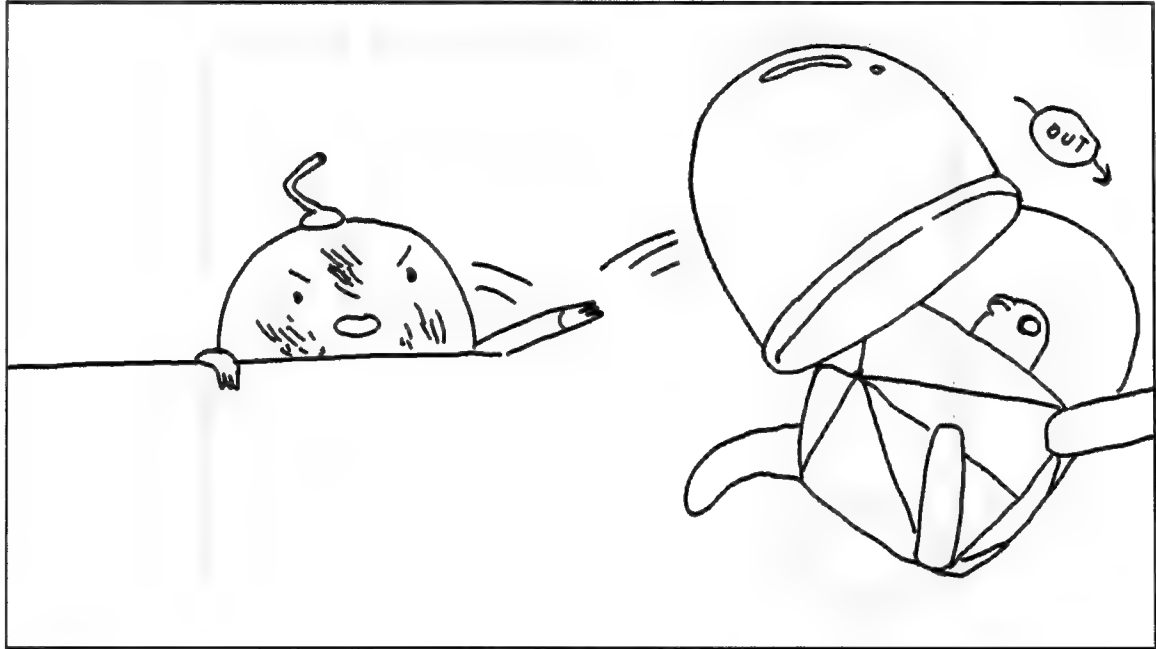


Dialog:	© I'M A HERO!
Action:	
Timing:	

ADVENTURE TIME



Sc. 221 Pnl. C Bg. day night Sc. 221 Pnl. D Bg. day night

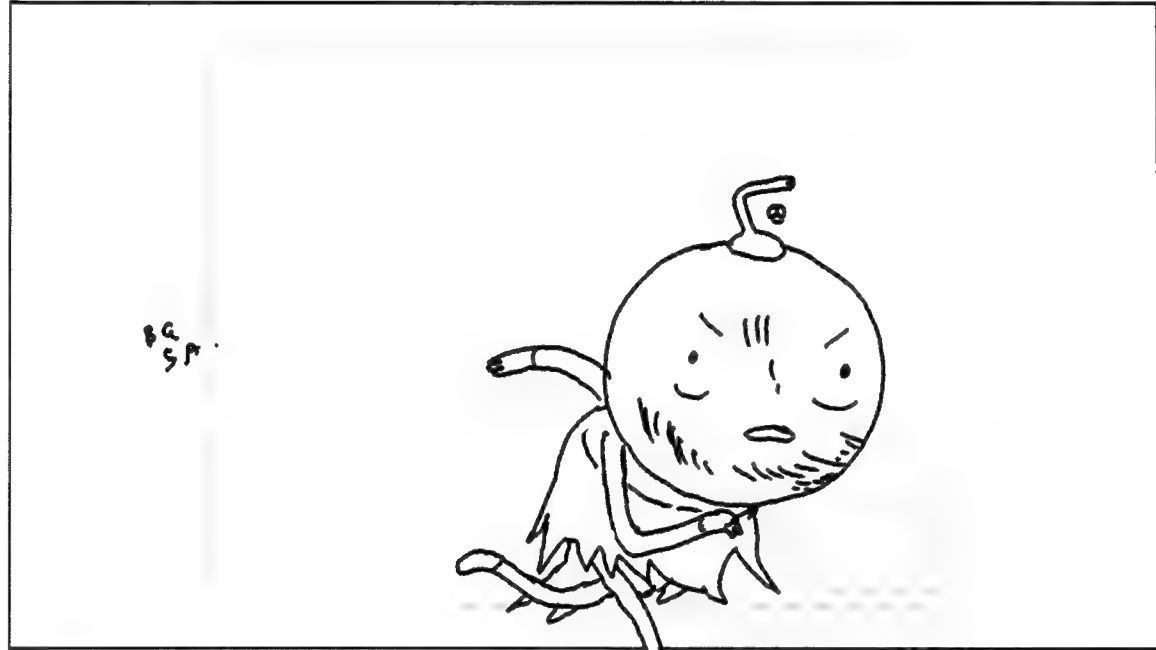


Dialog:	©/ Euh!
Action:	OVER THE TOP.
Timing:	

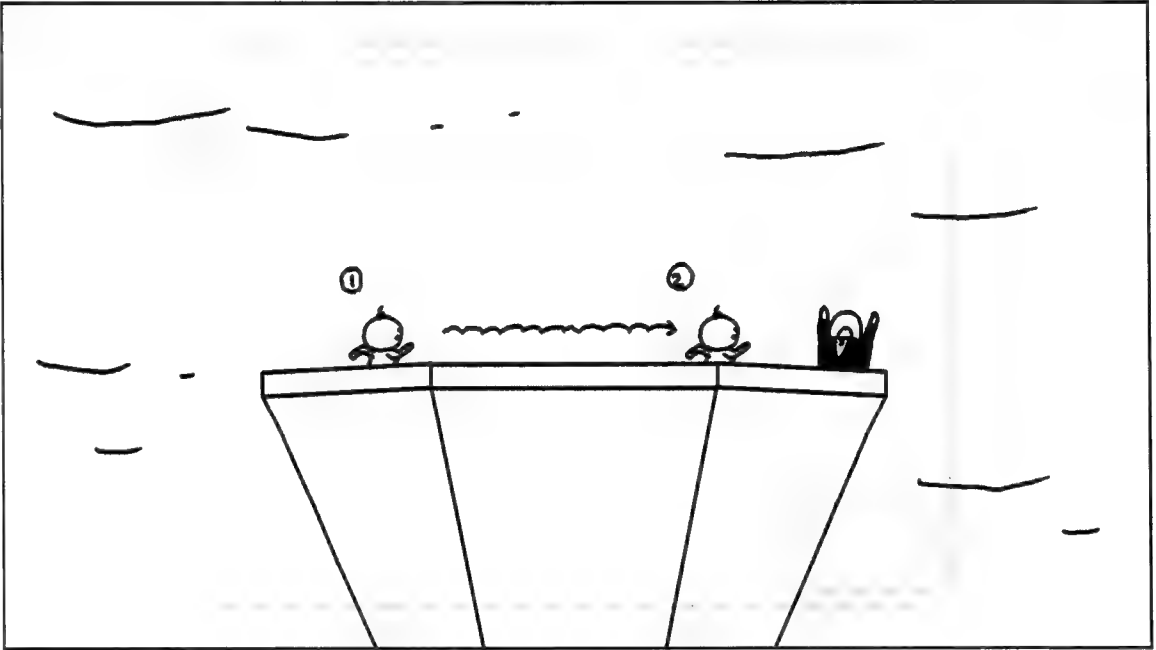
ADVENTURE TIME



Sc. 221 Pnl. E Bg. day night



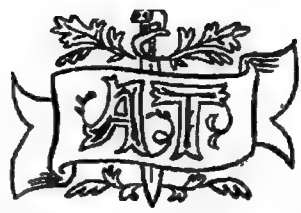
Sc. ~~111~~ 222 Pnl. 4 Bg. day night



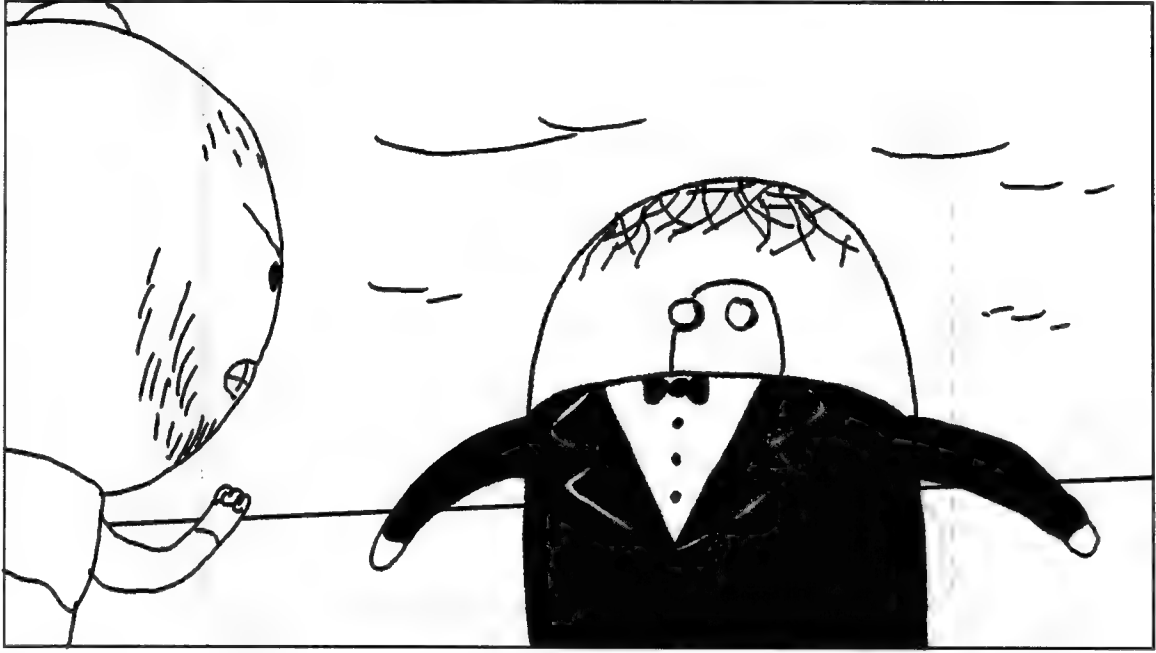
Dialog:	© HUFF HUFF CUBER FIRST!
Action:	
Timing:	

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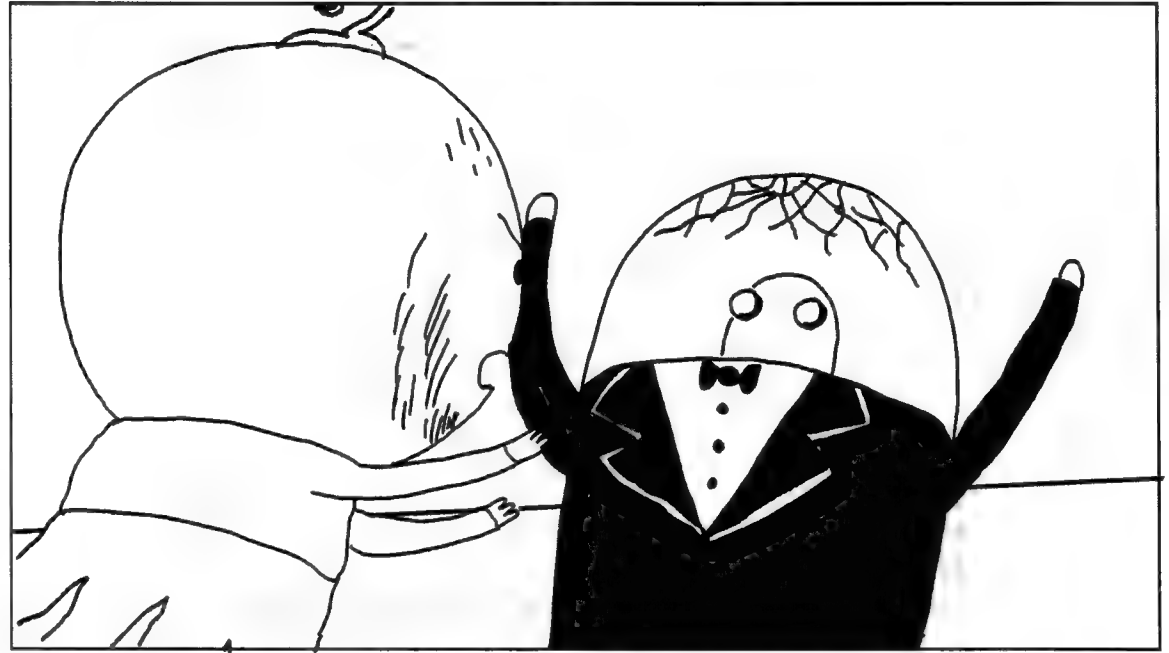
ADVENTURE TIME



Sc. 223 Pnl. A Bg. day night



Sc. 223 Pnl. B Bg. day night

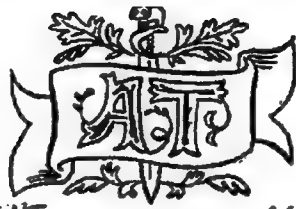


Dialog:
© RARR!
Action:
Timing:

EPISODE # 1025-195
Production :

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ADVENTURE TIME



SC. 223

PNL. C

BG

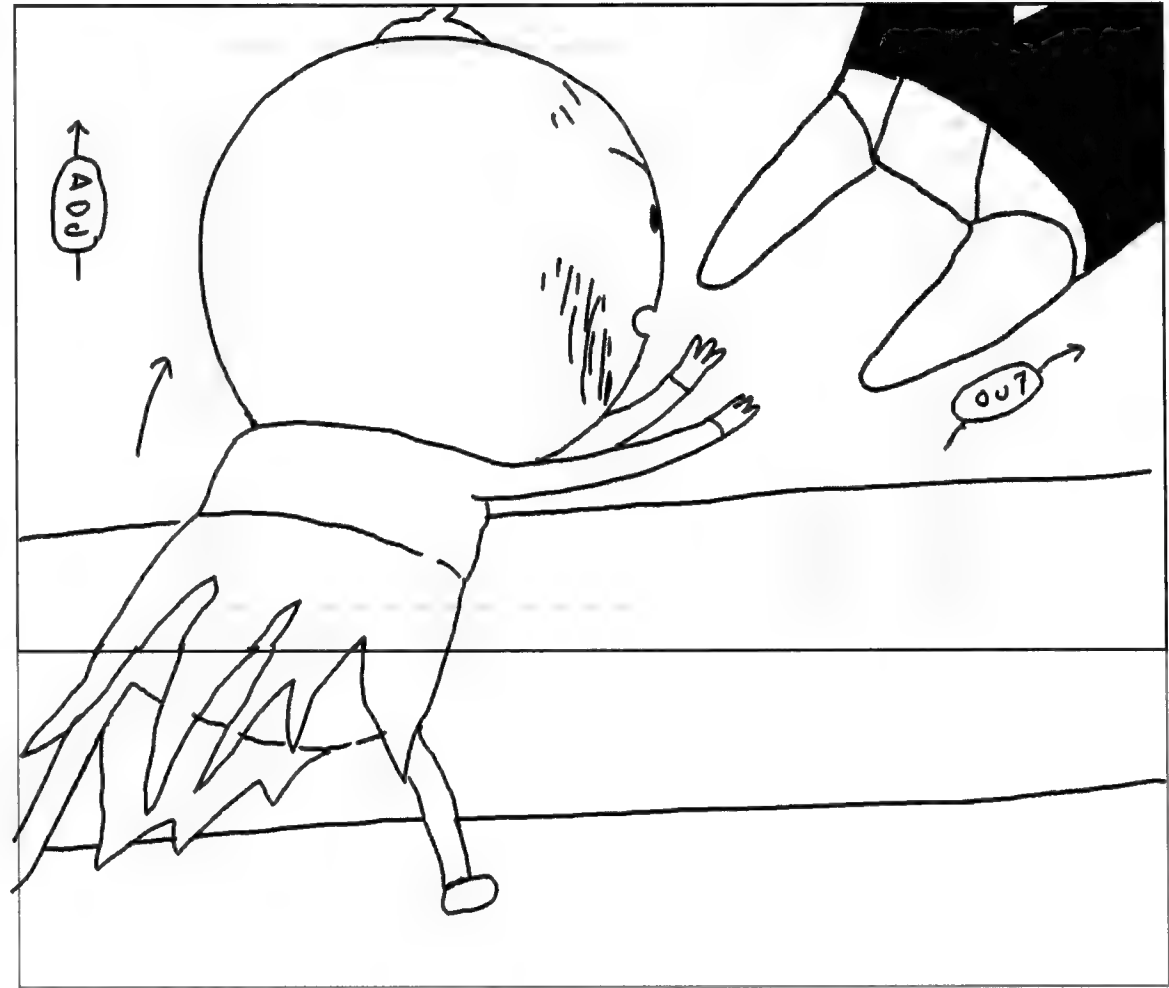
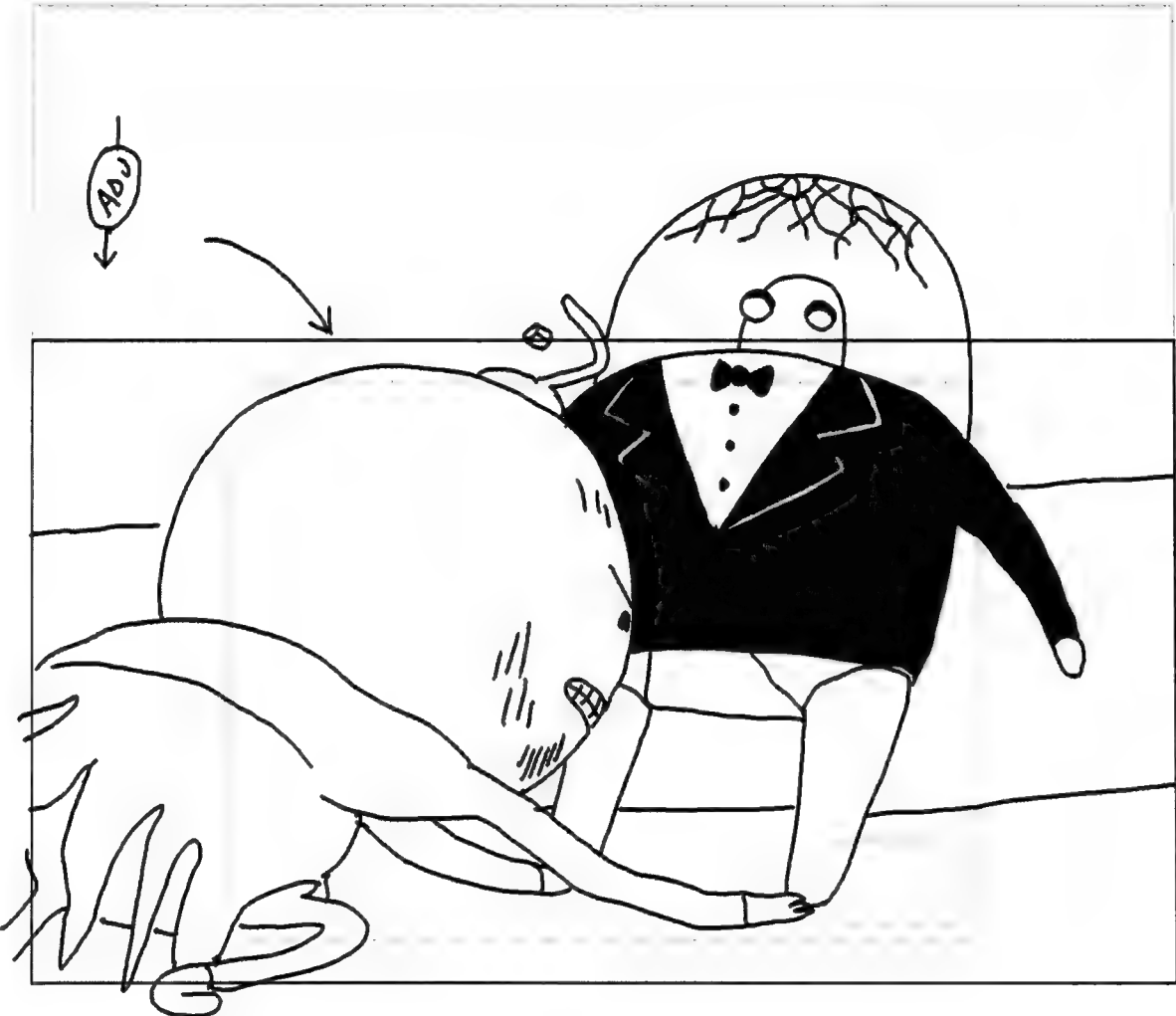
DAY NIGHT

SC. 223

PNL. D

BG

Page 322
DAY NIGHT.



© HOP!

GRABS HIS FEET.

EPISODE # 1025-19S

Production :

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ADVENTURE TIME



Page 323

Sc. 224

Pnl. A

Bg.

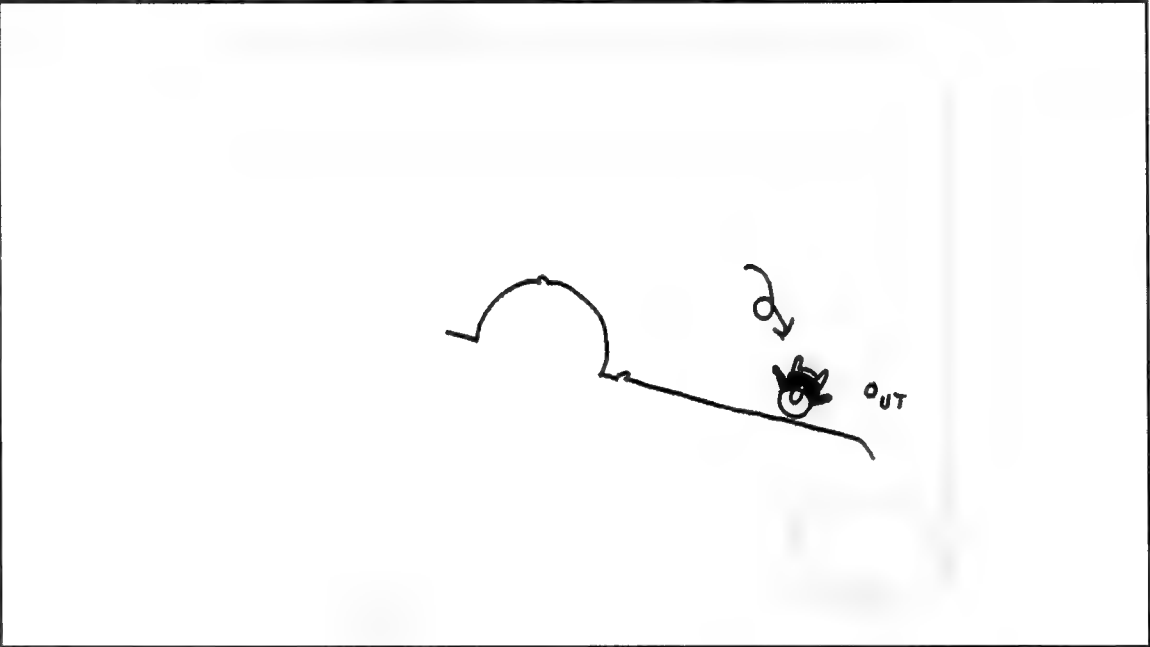
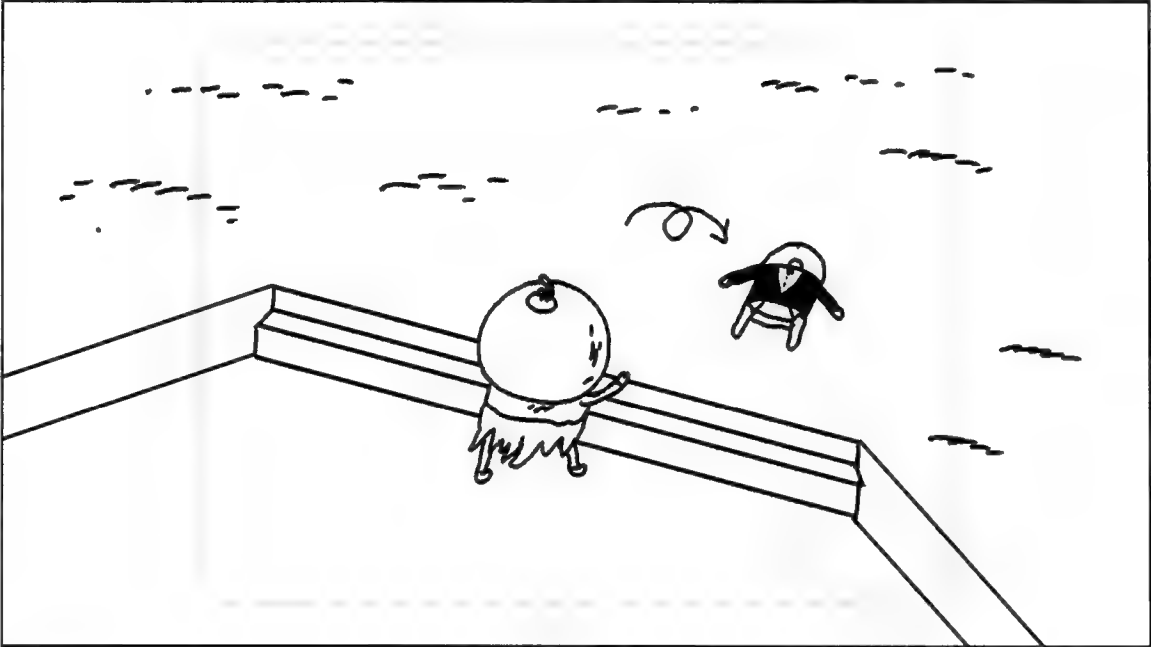
day night

Sc. 224

Pnl. B

Bg.

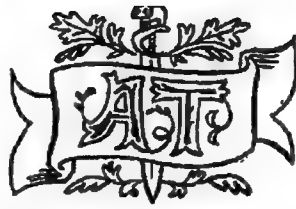
day night



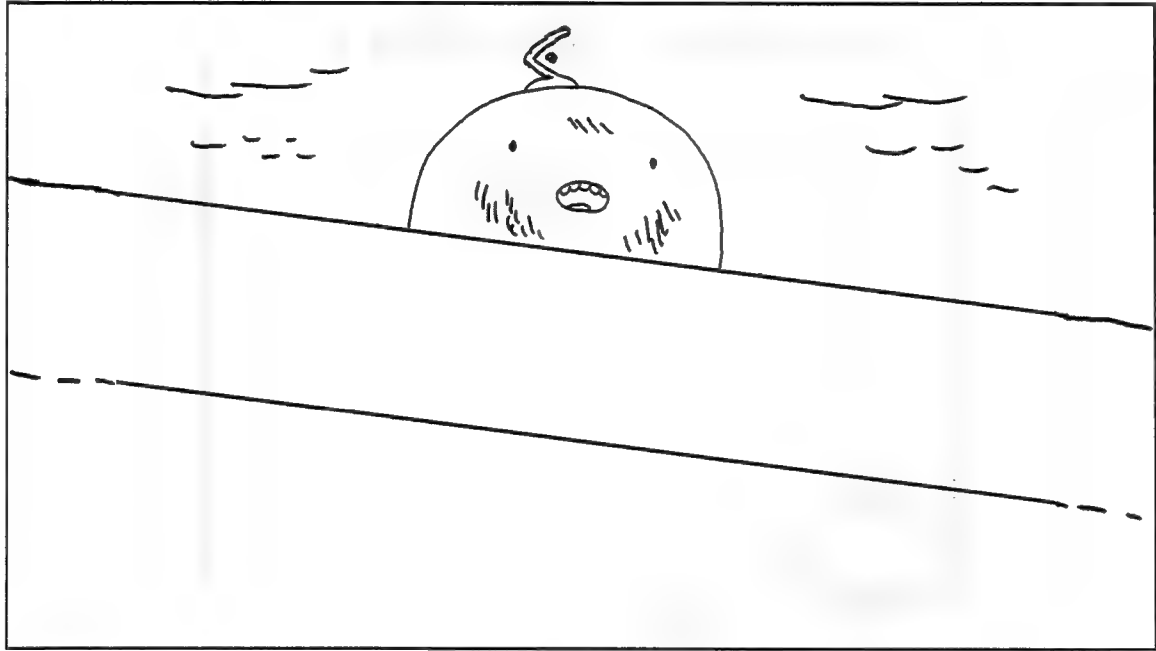
Dialog:
Action:
Timing:

Production : EPISODE # 1025-198

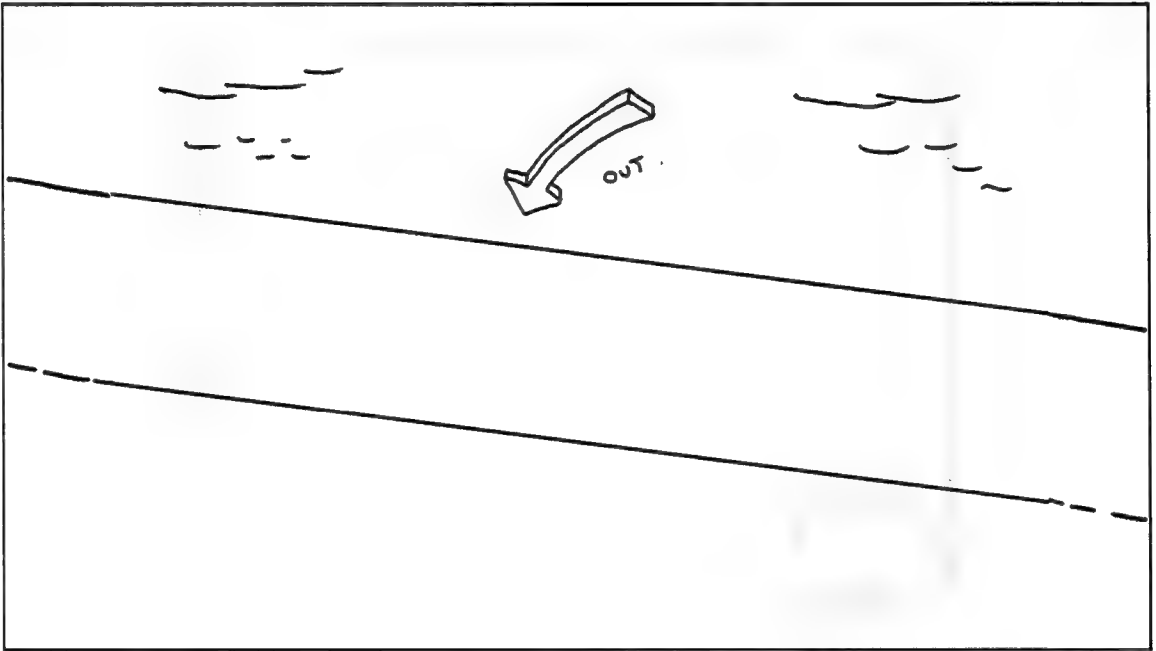
ADVENTURE TIME



Sc. 225 Pnl. A Bg. day night



Sc. 225 Pnl. B Bg. day night

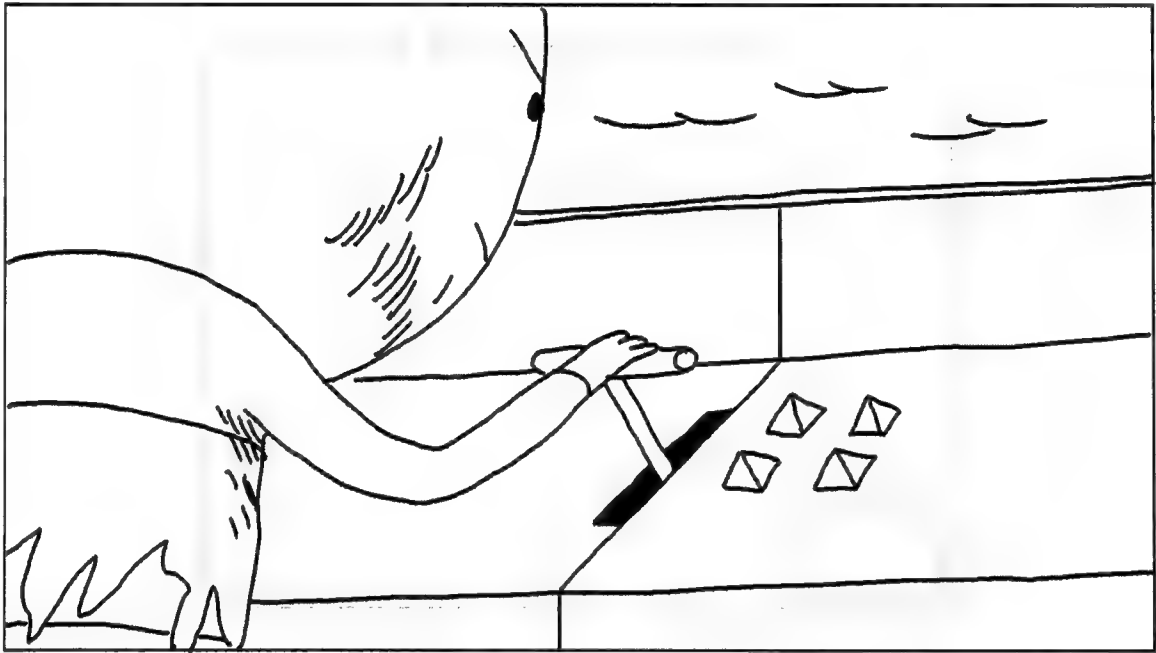


Dialog:
© CONGRATULATIONS ON , YOUR MARRIAGE.
Action:
Timing:

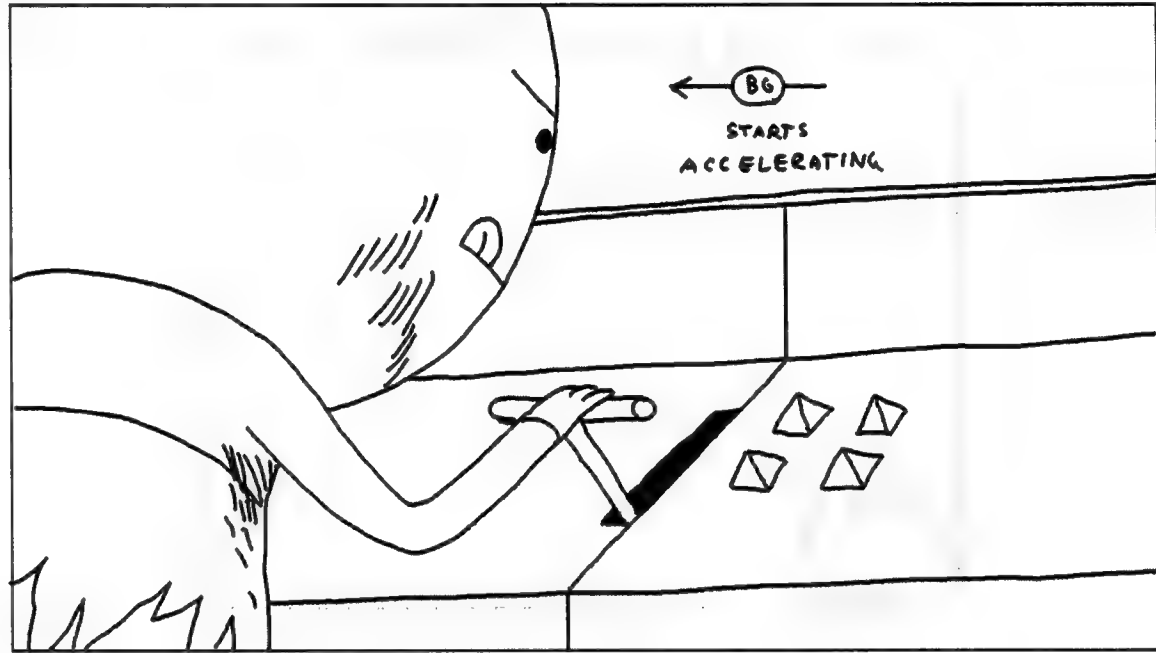
ADVENTURE TIME



Sc. 226 Pnl. A Bg. day night



Sc. 226 Pnl. B Bg. day night



Dialog:

Action:

Timing:

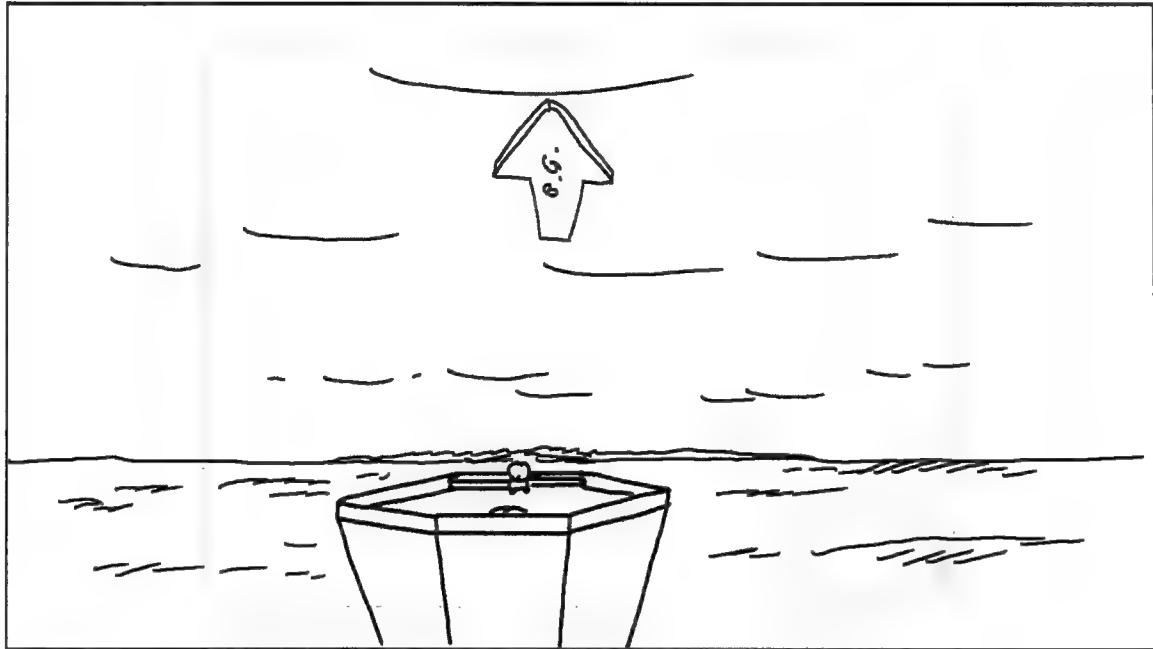
ACT →

1025-195
EPISODE #
Production :

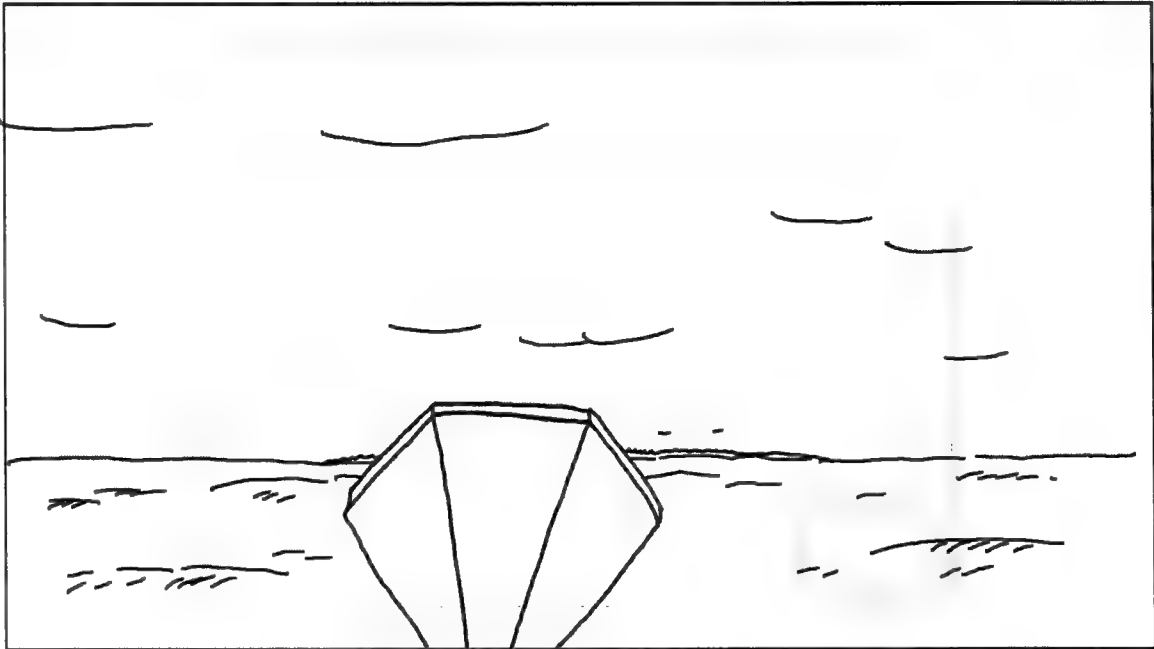
ADVENTURE TIME



Sc. 227 Pnl. A Bg. day night



Sc. 227 Pnl. B Bg. day night



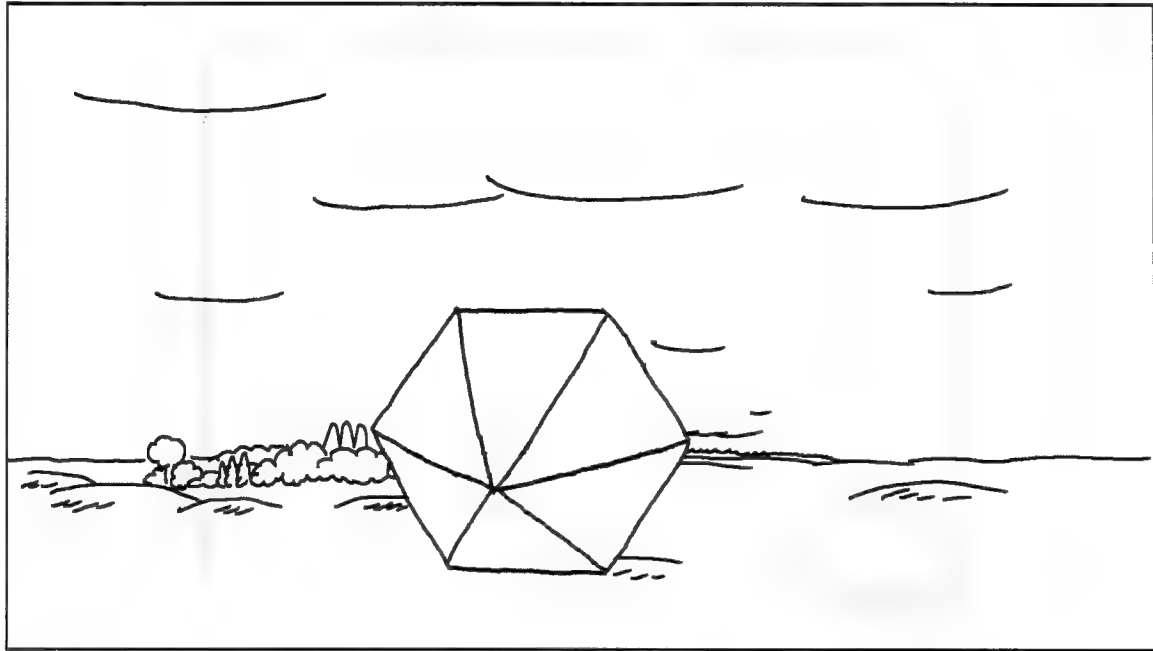
Dialog:
Action:
Timing:

1025-195
EPISODE #
Production :

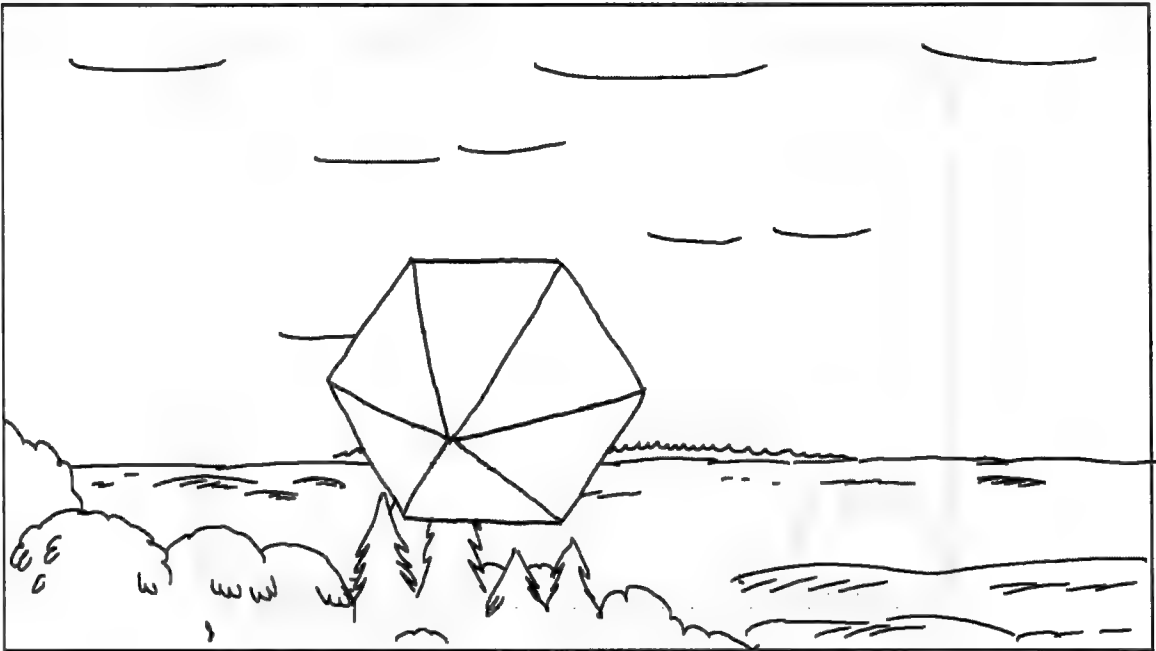
ADVENTURE TIME



Sc. 227 Pnl. C Bg. day night



Sc. 227 Pnl. D Bg. day night



Dialog:
Action:
Timing:

ADVENTURE TIME

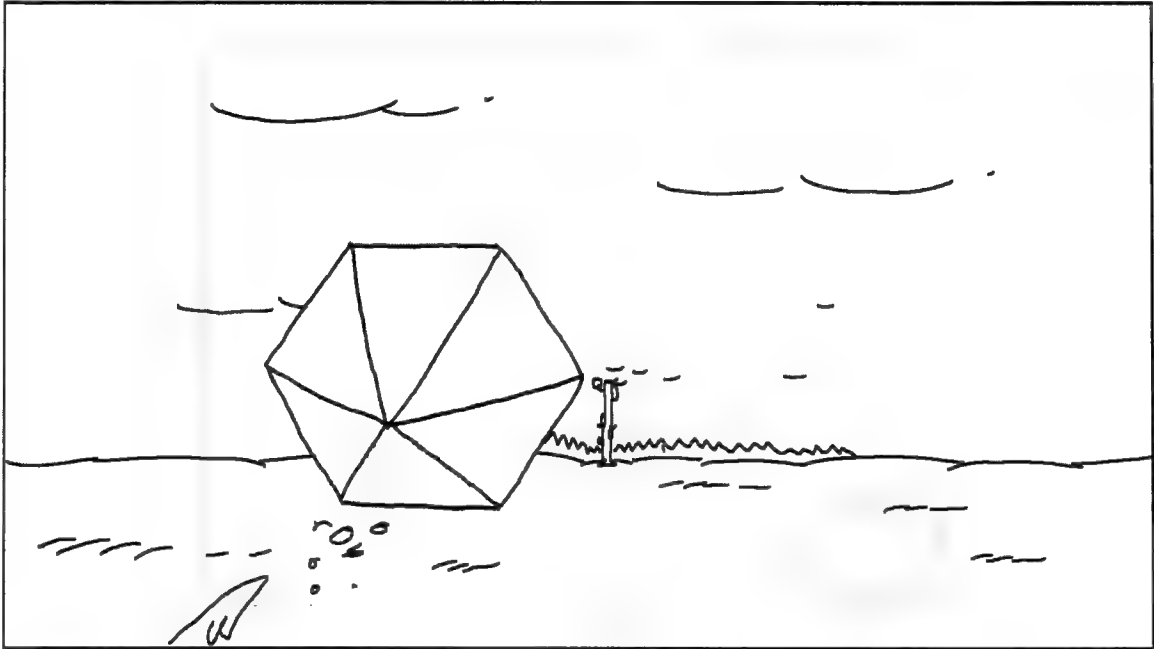


Sc. 227

Pnl. E

Bg.

day night

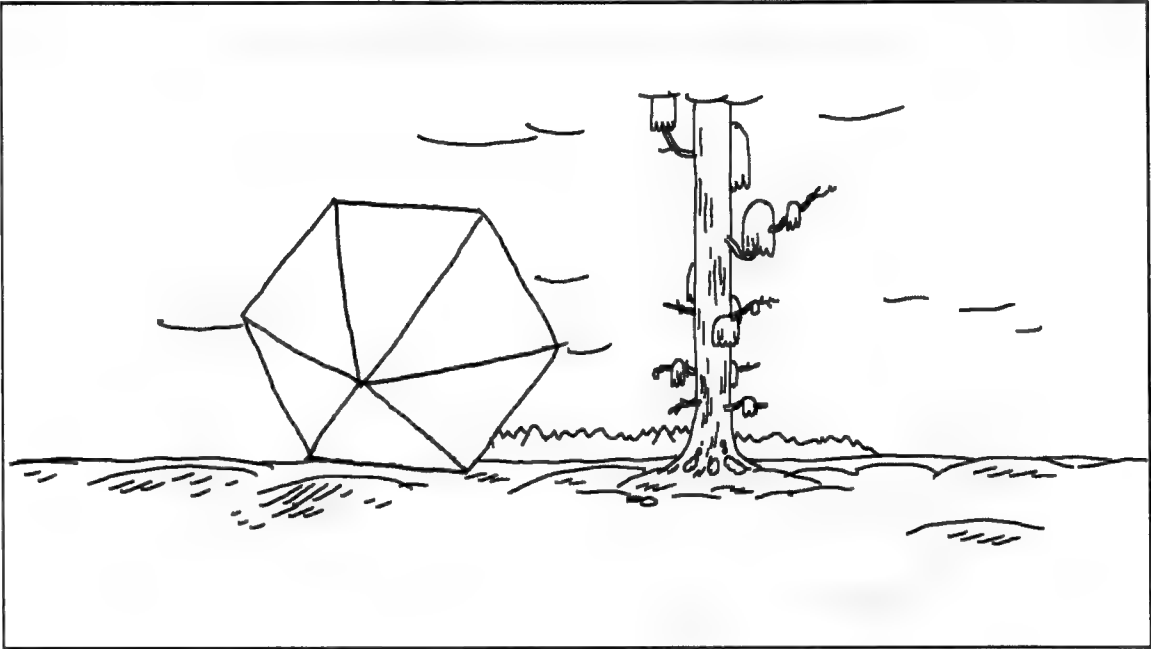


Sc. 227

Pnl. F

Bg.

day night



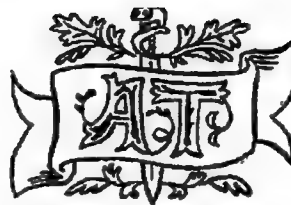
Dialog:

Action:

Timing:

EPISODE # 1025-19S
Production :

ADVENTURE TIME



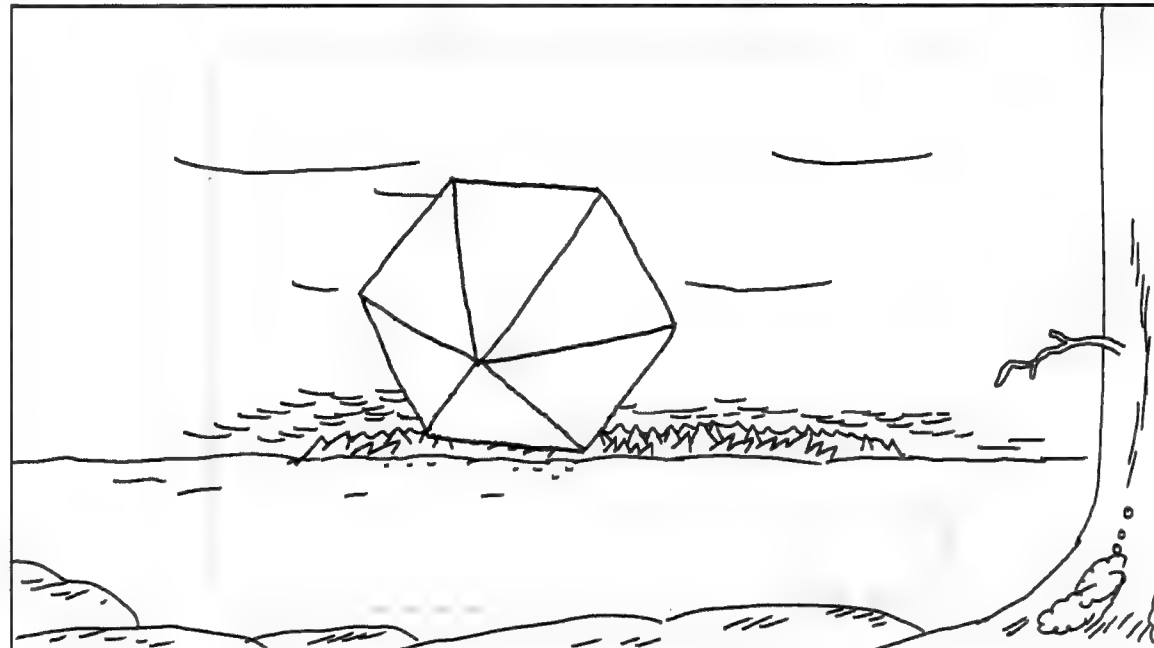
Page 329

Sc. 227

Pnl. G

Bg.

day night

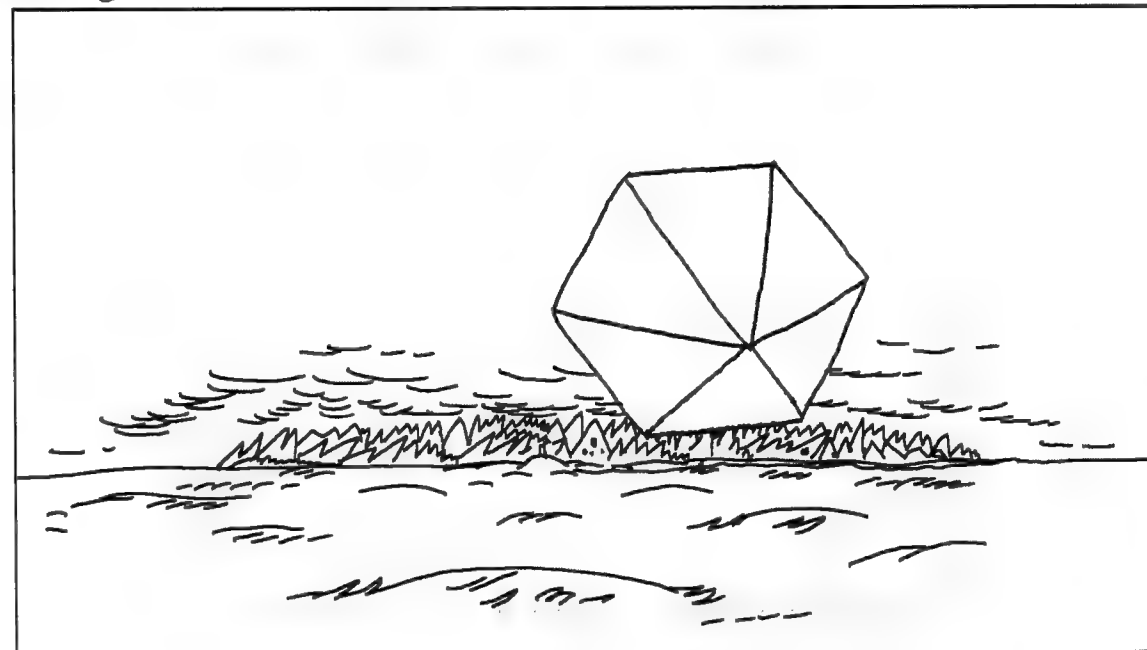


Sc. 227

Pnl. H

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE #

1025-195

ADVENTURE TIME

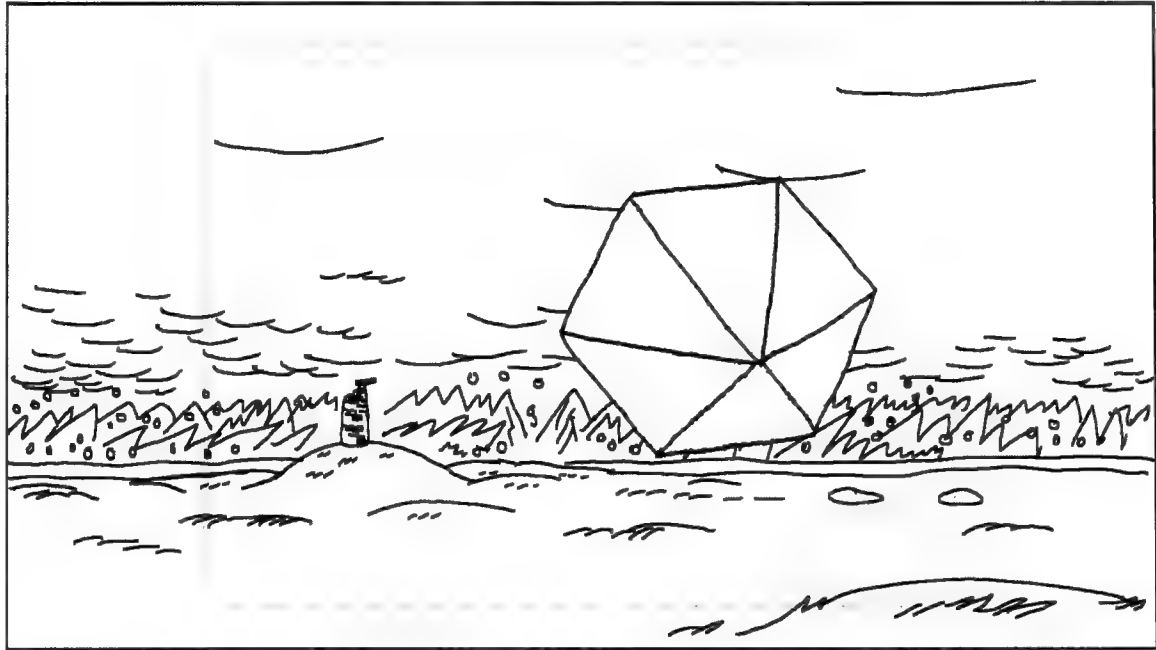


Sc. 227

Pnl. I

Bg.

day night

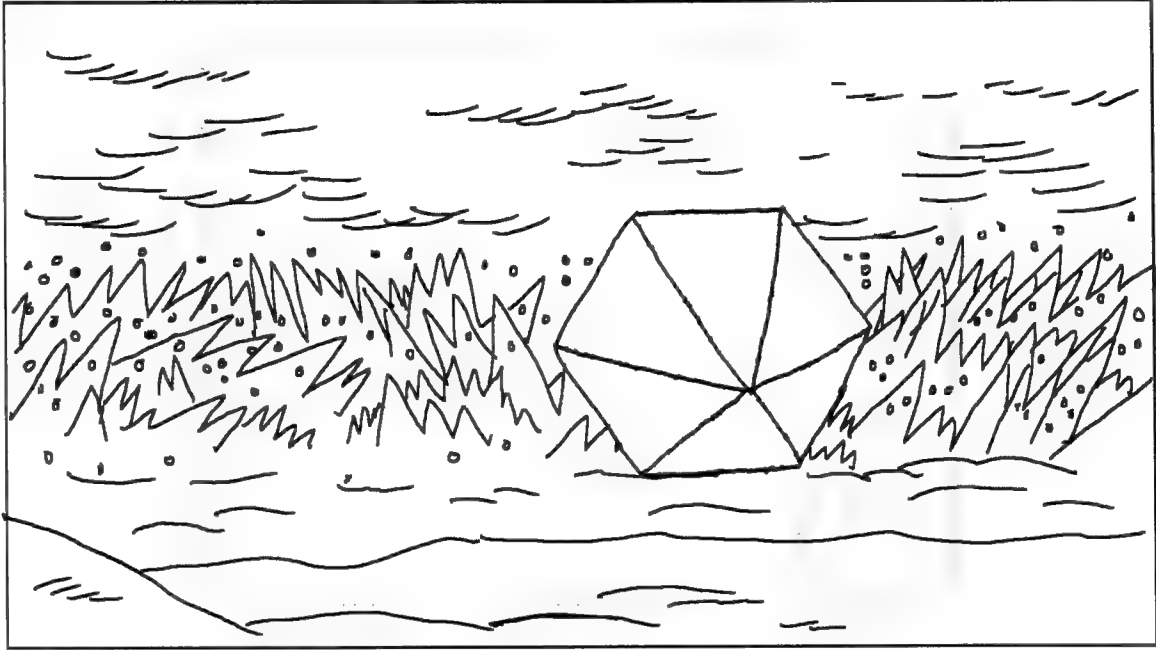


Sc. 227

Pnl. J

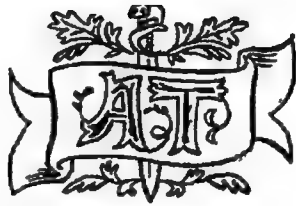
Bg.

day night



Dialog:
Action:
Timing:

ADVENTURE TIME

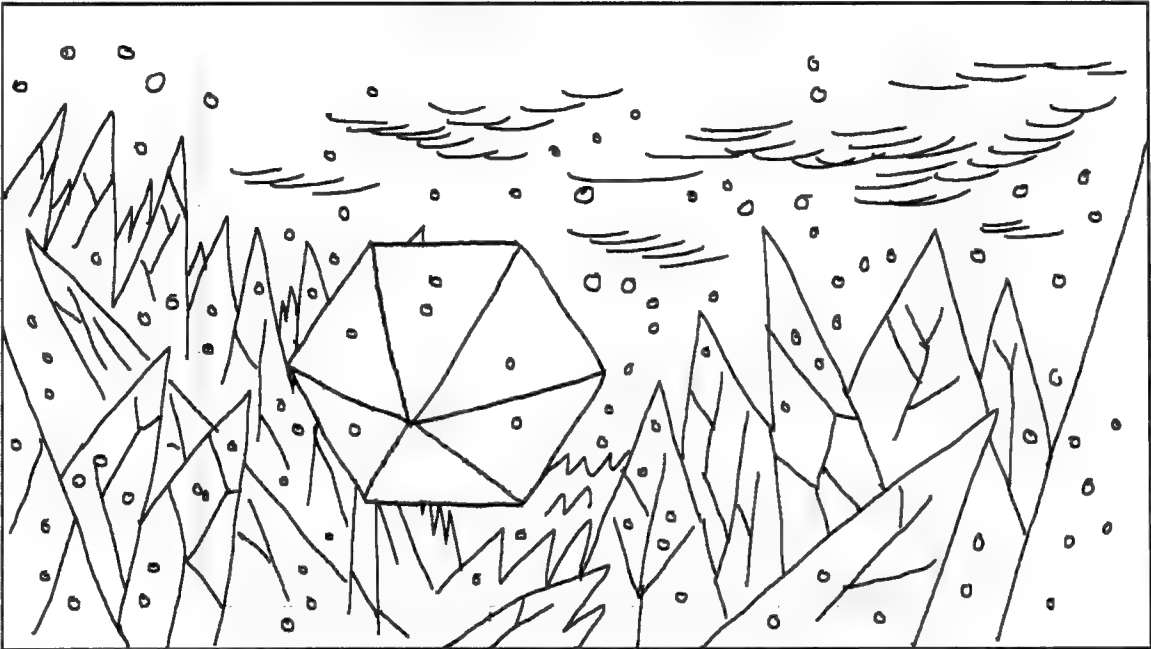


Sc. 227

Pnl. K

Bg.

day night

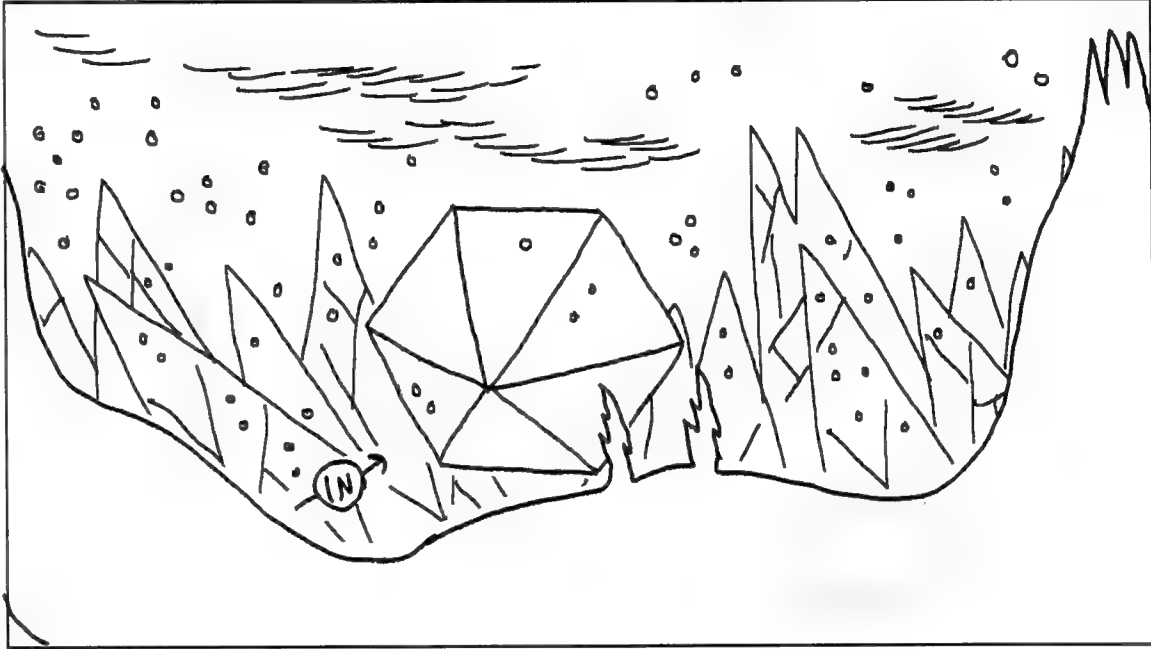


Sc. 227

Pnl. L

Bg.

day night



Dialog:

Action:

ICE THING ENTERS .

Timing:

Production :

EPISODE #

1025-1a5

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ADVENTURE TIME

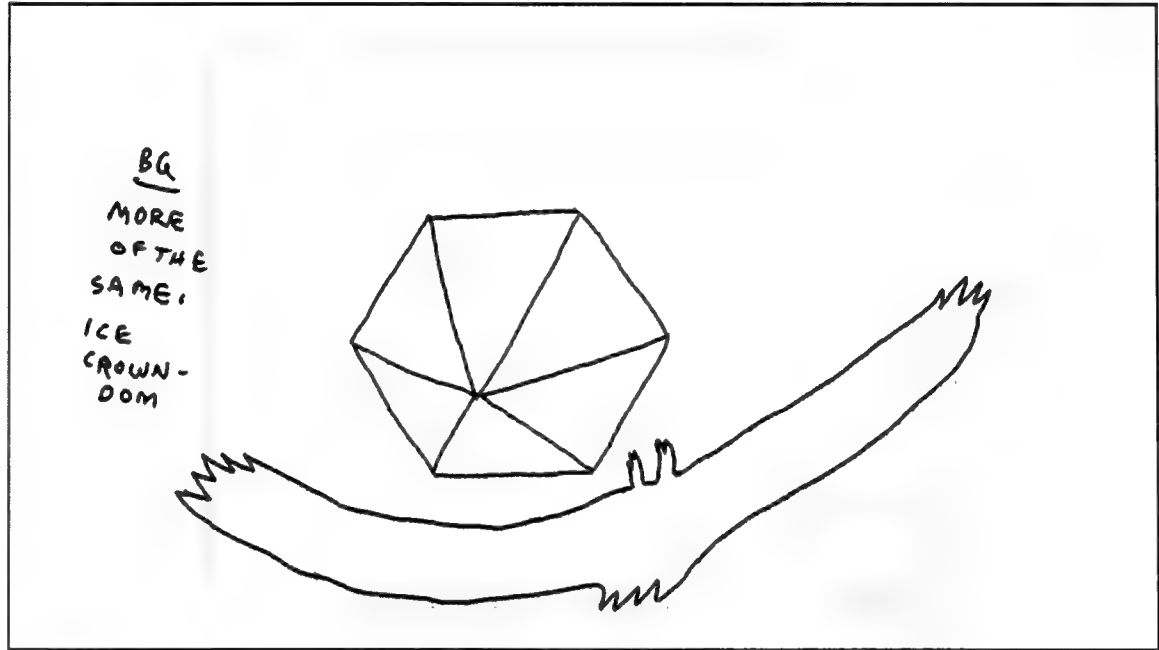


Sc. 227

Pnl. M

Bg.

day night

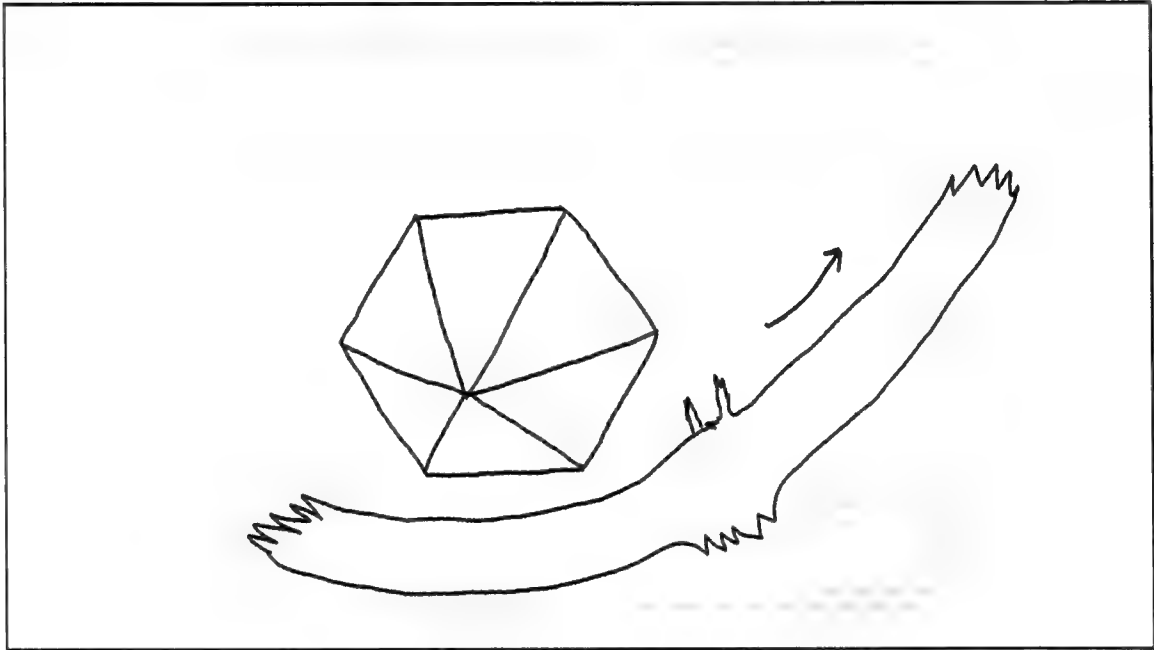


Sc. 227

Pnl. N

Bg.

day night



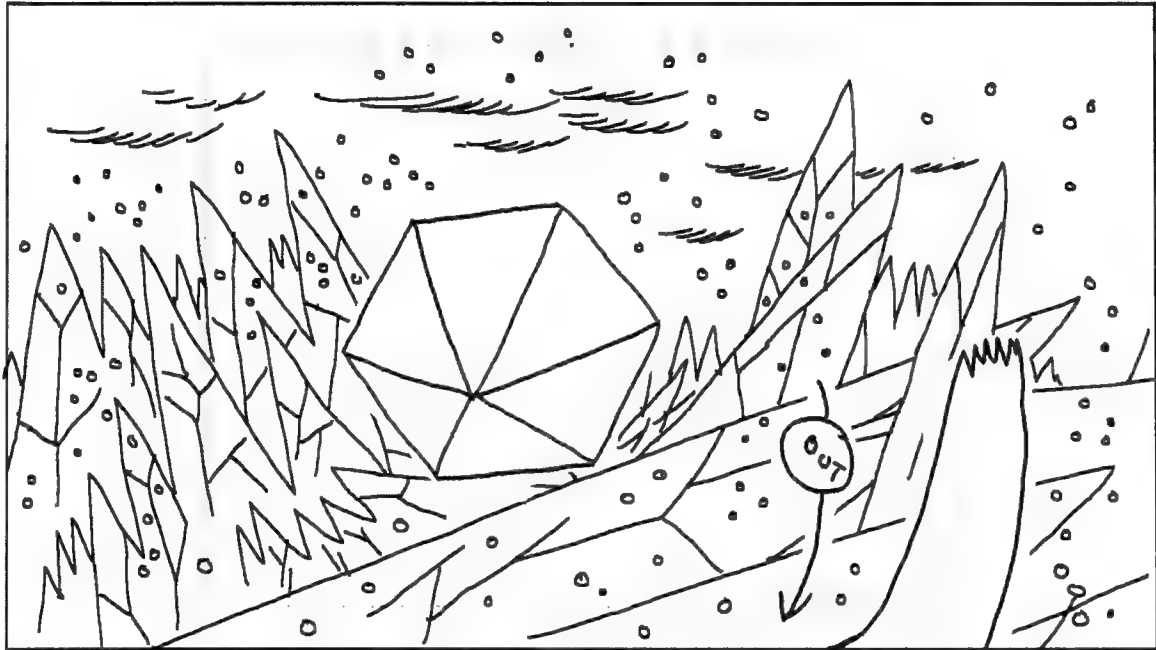
Dialog:
Action:
Timing:

Production : 1025-195 EPISODE #

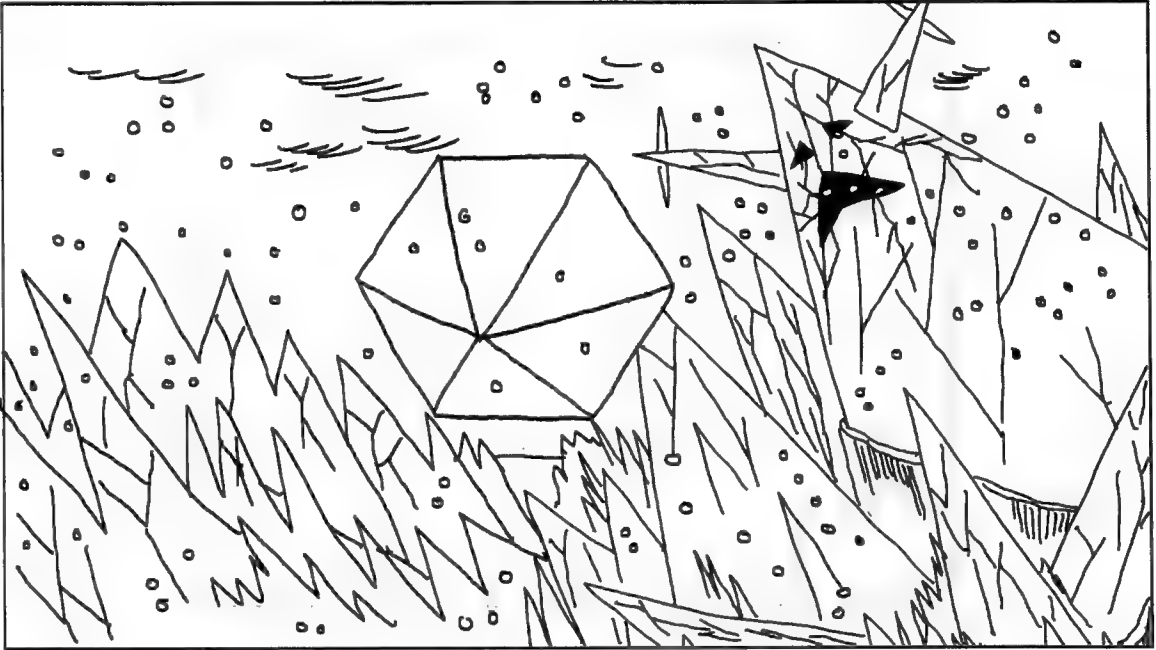
ADVENTURE TIME



Sc. 227 Pnl. 6 Bg. day night

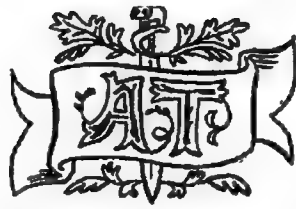


Sc. 227 Pnl. 7 P Bg. day night



Dialog:
Action:
Timing:

ADVENTURE TIME

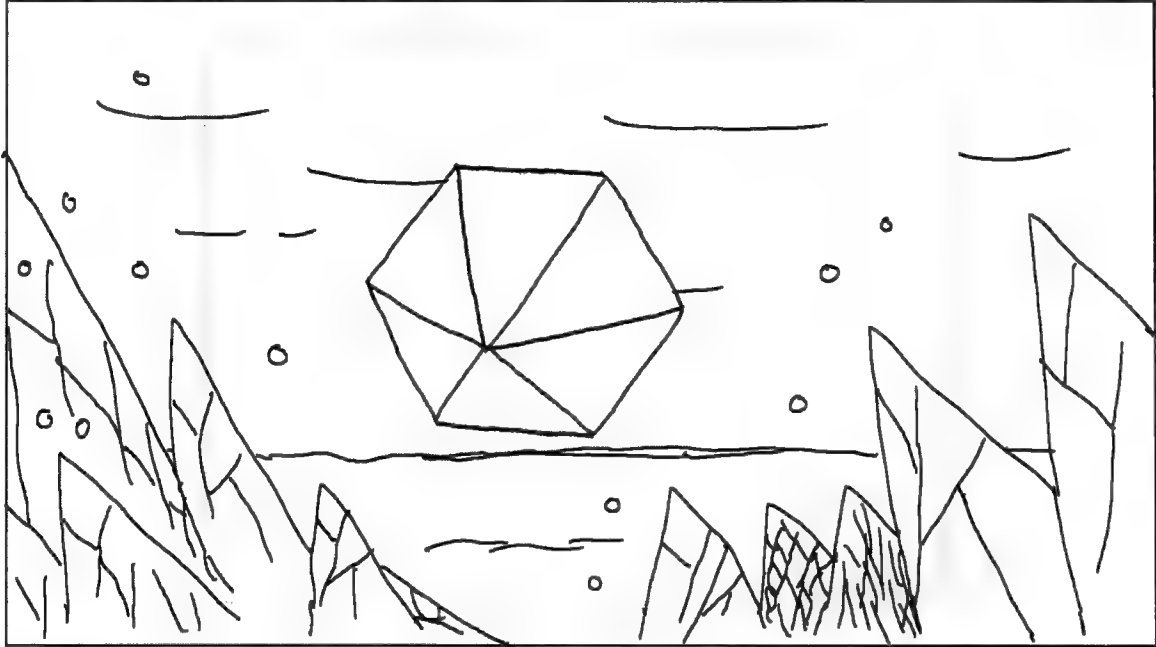


Sc. 227

Pnl. Q

Bg.

day night

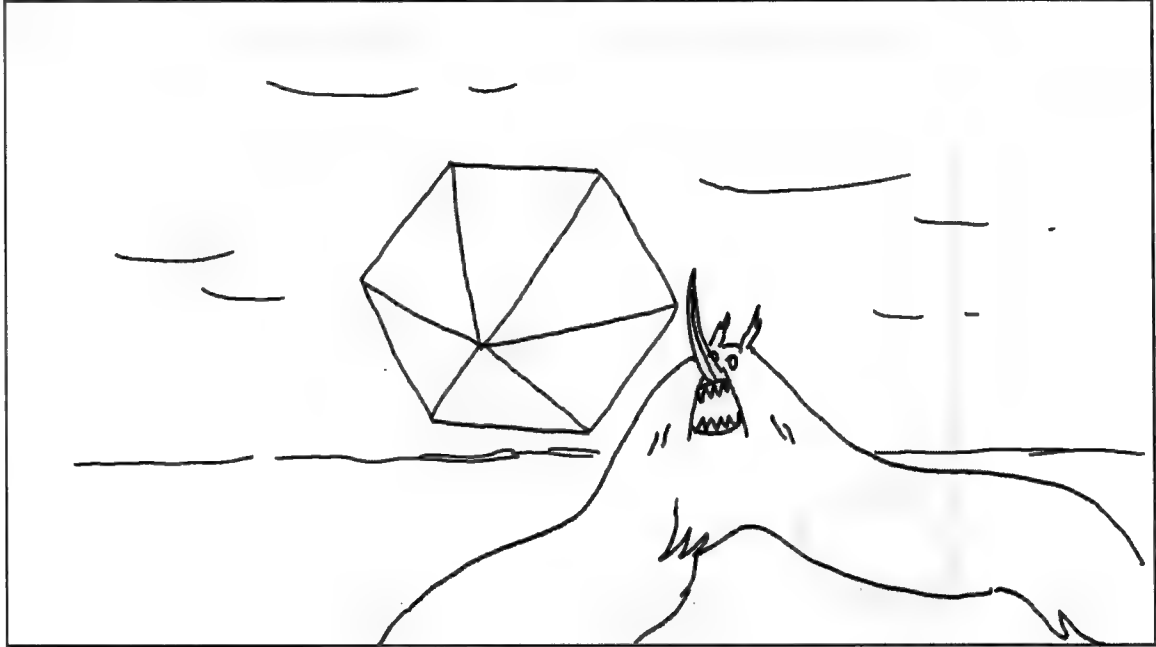


Sc. 227

Pnl. R

Bg.

day night



Dialog:

Action:

SNOW STOPS.

Timing:

EPISODE # 1025-195

Production :

ADVENTURE TIME

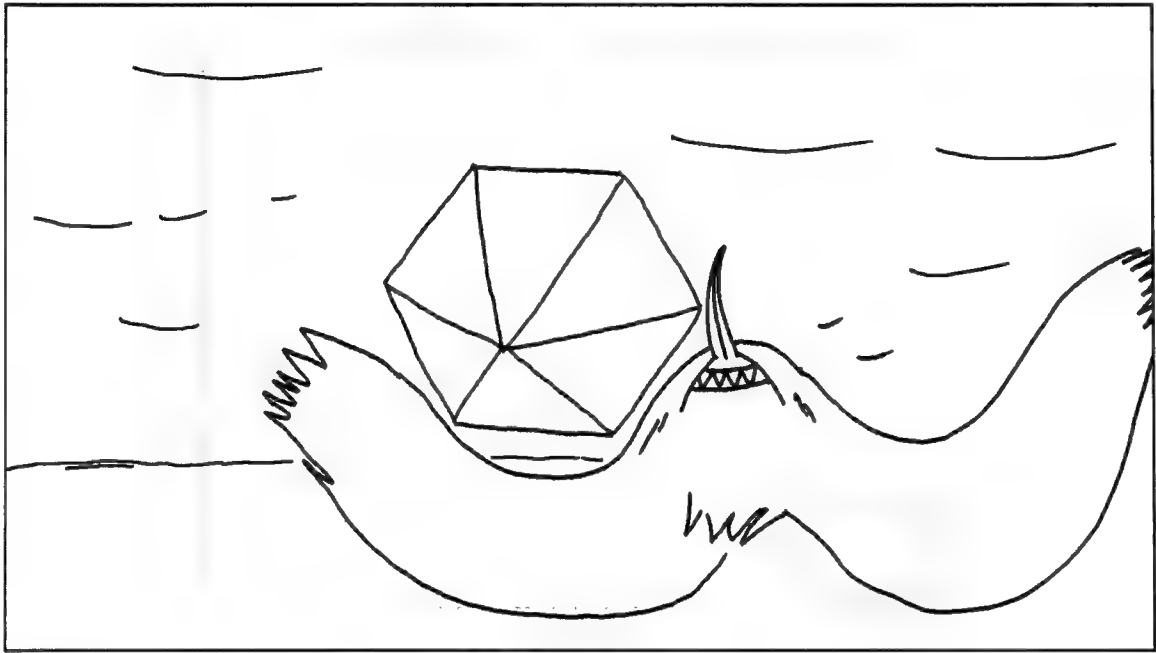


Sc. 227

Pnl. 5

Bg.

day night



Sc. 227

Pnl. 7

Bg.

day night



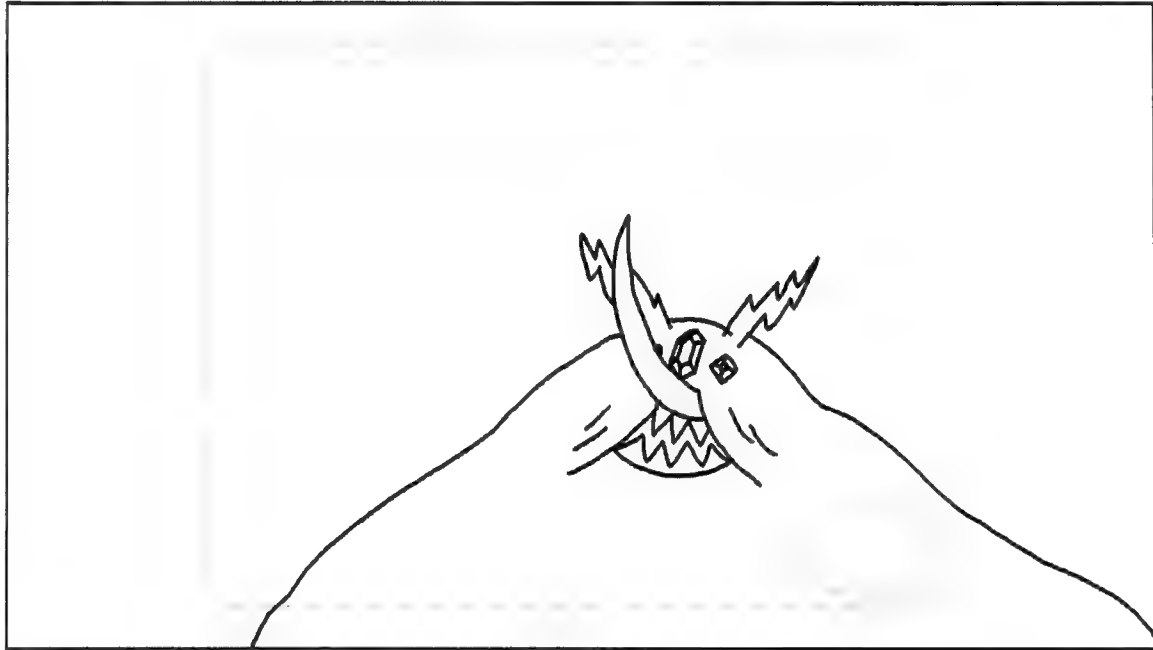
Dialog:	
(SFX) - SNAP! -	(ICE THING) STARTS LAUGHING MANICALLY.
Action:	
Timing:	

EPISODE # 1025-195
Production :

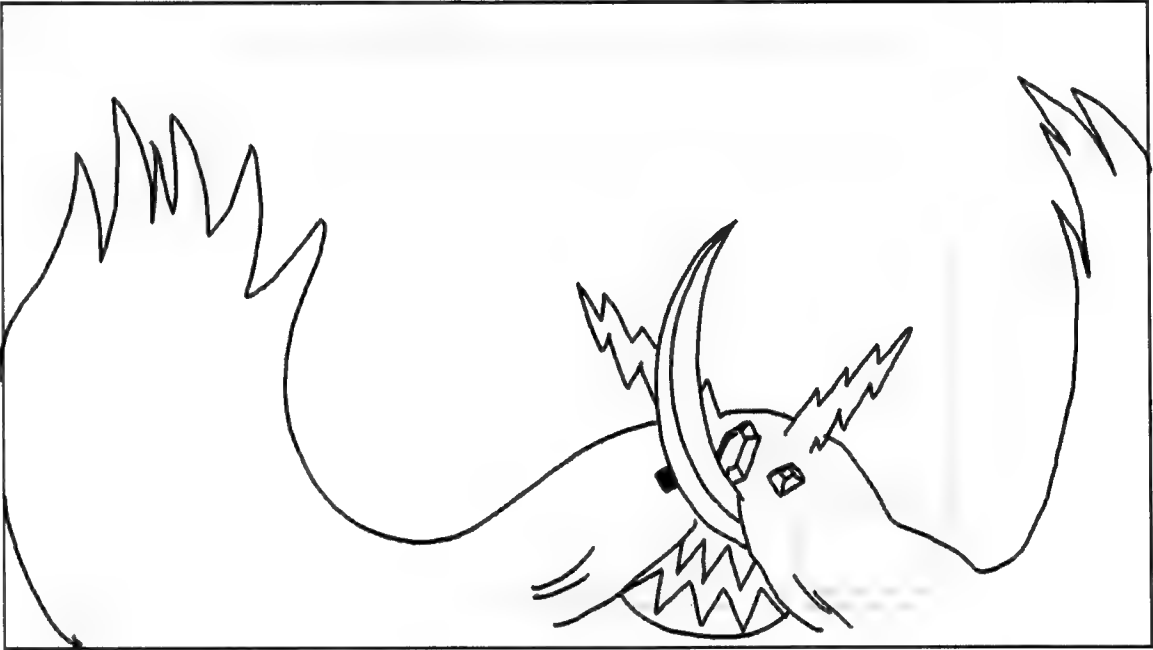
ADVENTURE TIME



Sc. 227 Pnl. 0 Bg. day night

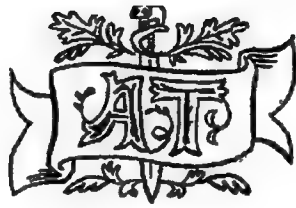


Sc. 227 Pnl. 1 Bg. day night



Dialog:
(IT) LAUGHING CRAZILY
Action:
Timing:

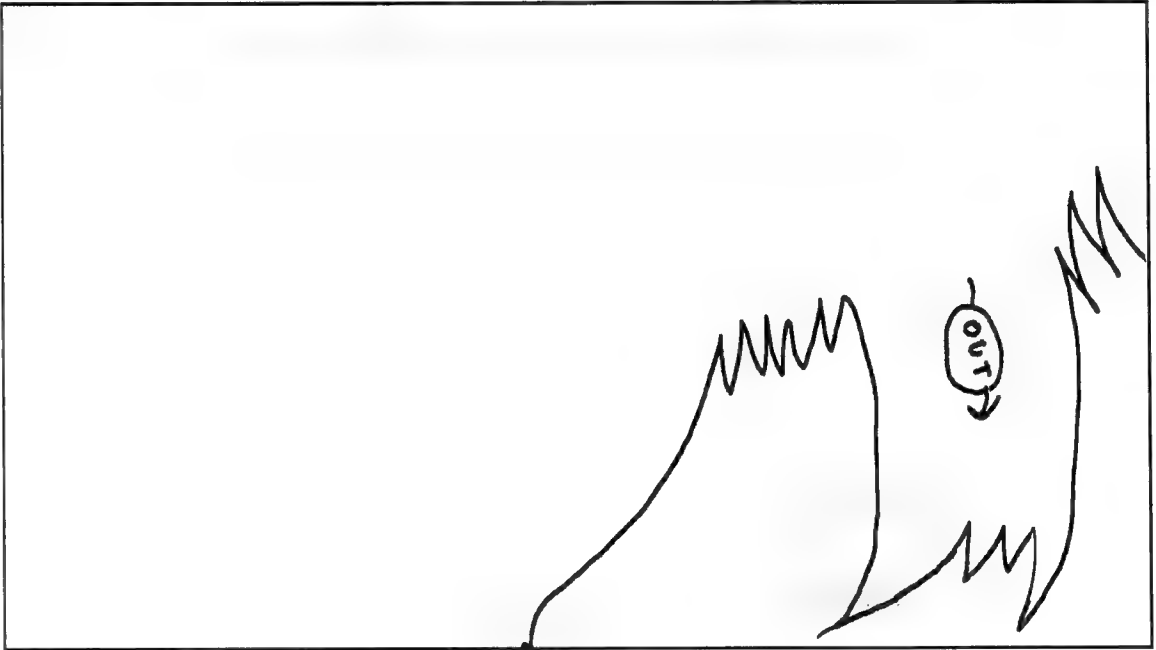
ADVENTURE TIME



Sc. 227 Pnl. W Bg. day night



Sc. 227 Pnl. X Bg. day night



Dialog:
Ⓢ HA! HA! HA! HA!
Action:
TUMBLES OUT OF FRAME
Timing:

EPISODE # 1025-195
Production :

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ADVENTURE TIME



ALT

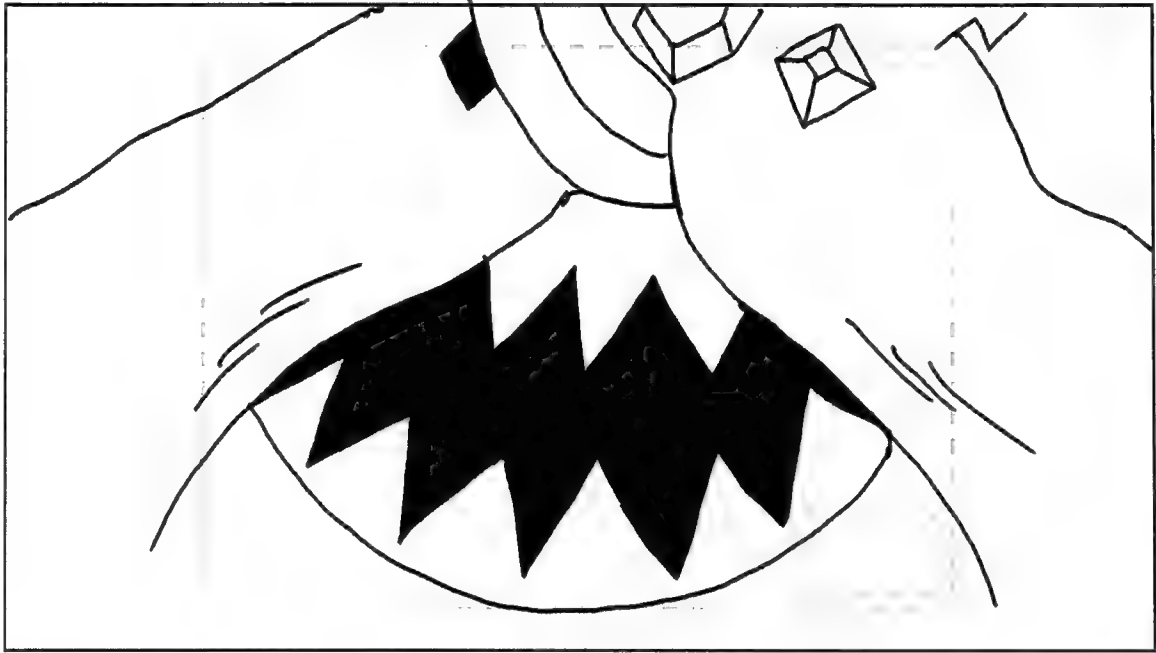
Page 338

Sc. 227

Pnl. w ALT

Bg.

day night

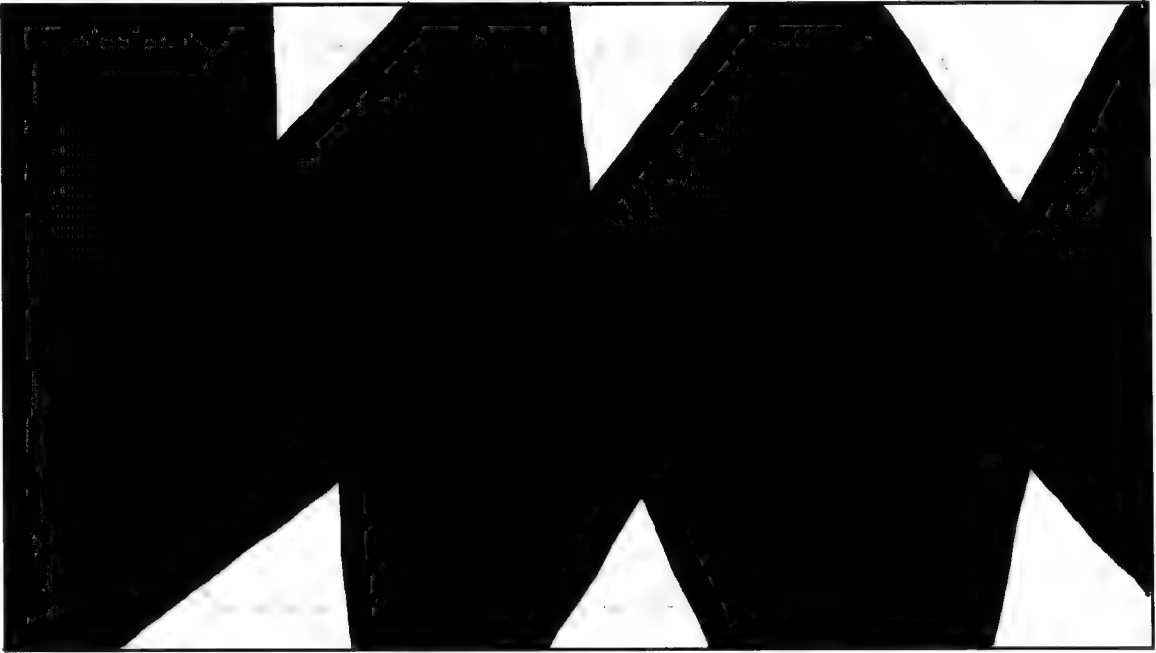


Sc. 227

Pnl. X ALT

Bg.

day night



Dialog:	
① HA! HA! HA! HA!	
Action:	THESE TWO PANELS AS AN ALTERNATE TO THE PREVIOUS TWO PANELS. I CAN'T
Timing:	FIGURE OUT WHAT'S BEST. - S.W.

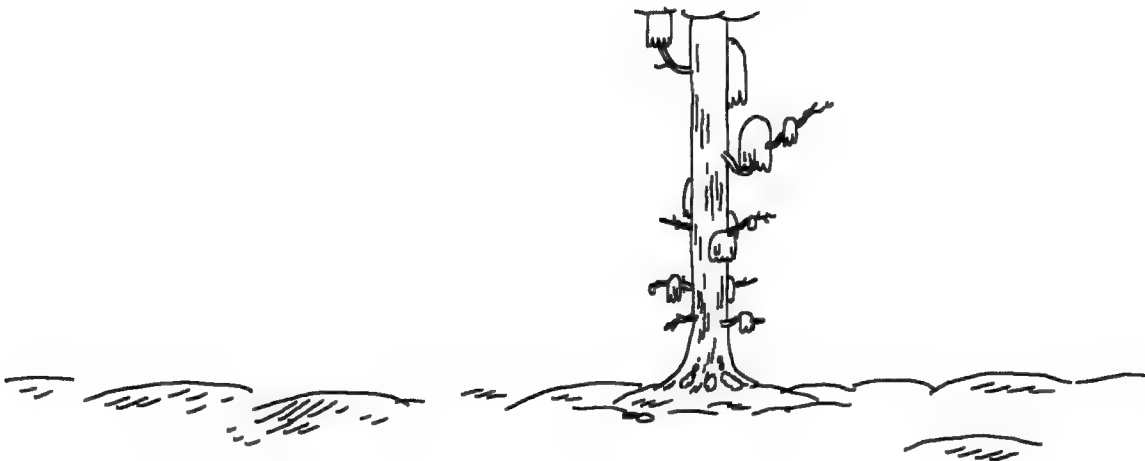
EPISODE # 1025-195

Production :

ADVENTURE TIME



SOME
ELEMENTS.



Production :

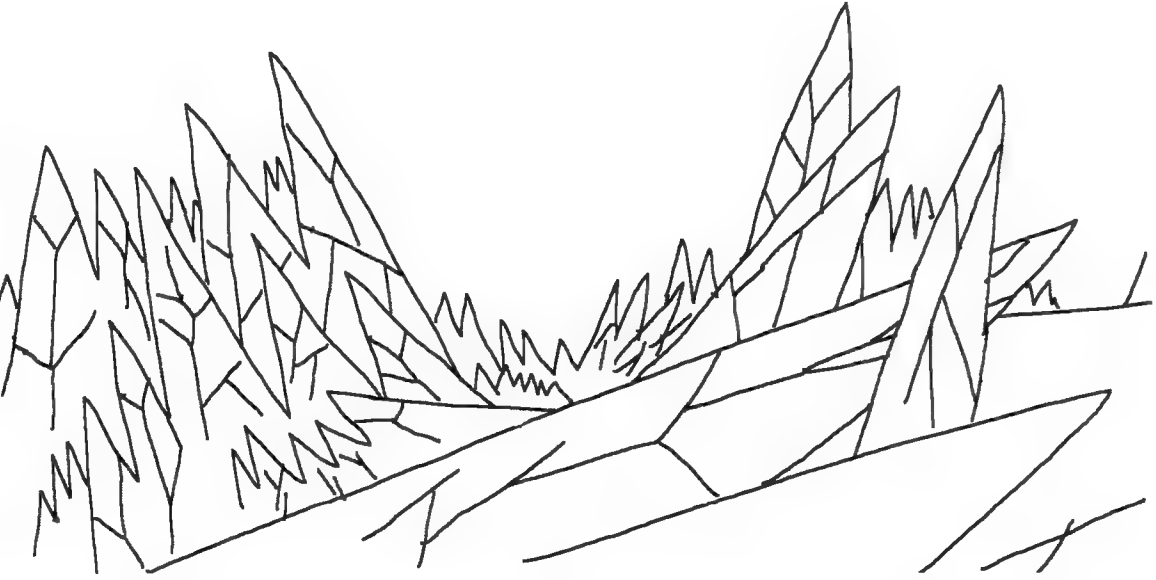
EPISODE #

1025-195

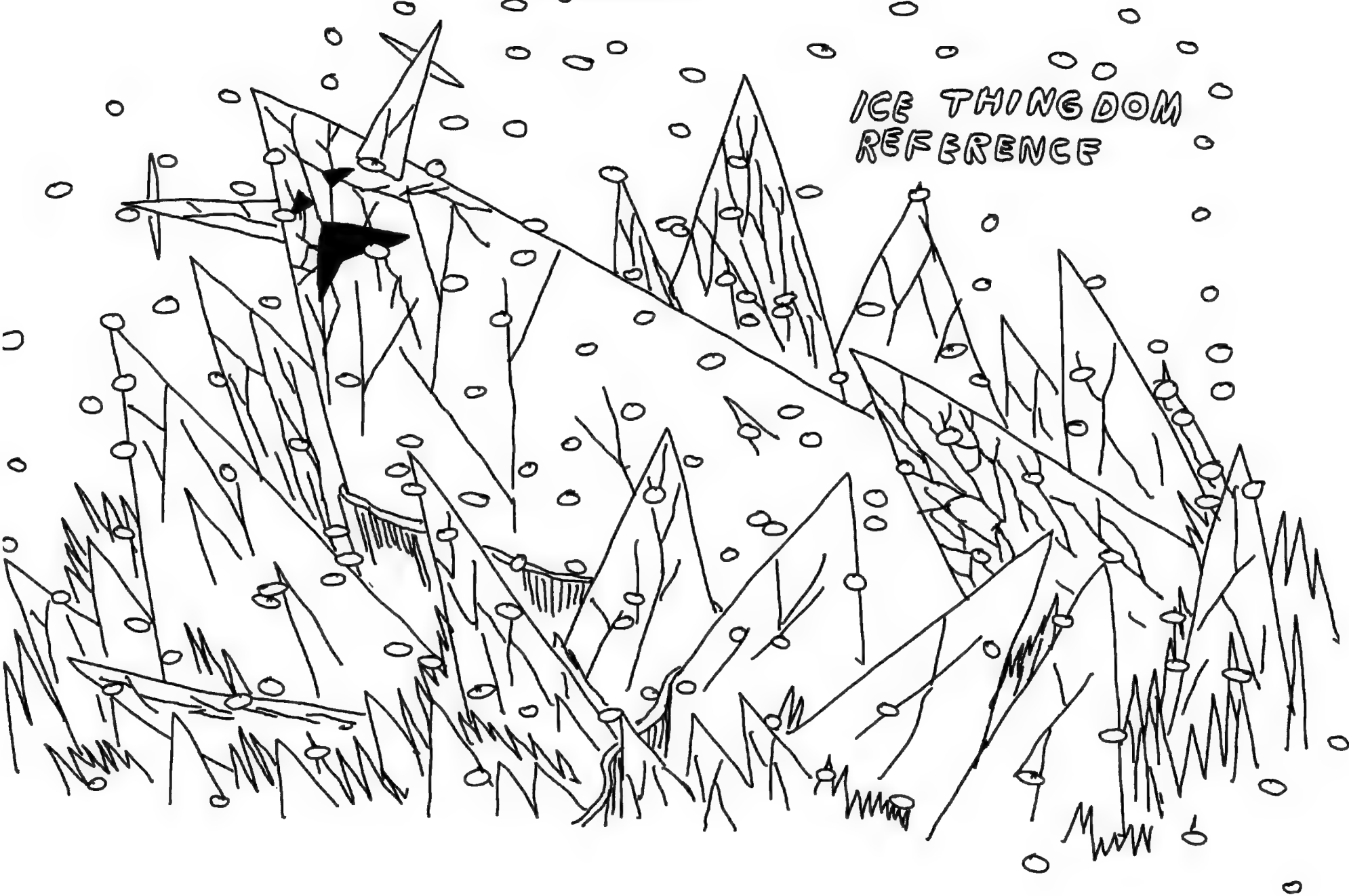
ADVENTURE TIME



ICE THINGDOM
EXAMPLES.
- ALWAYS
SNOWING.



ADVENTURE TIME

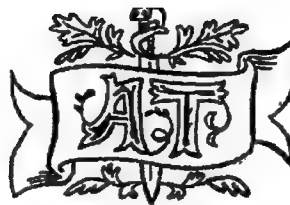


Production :

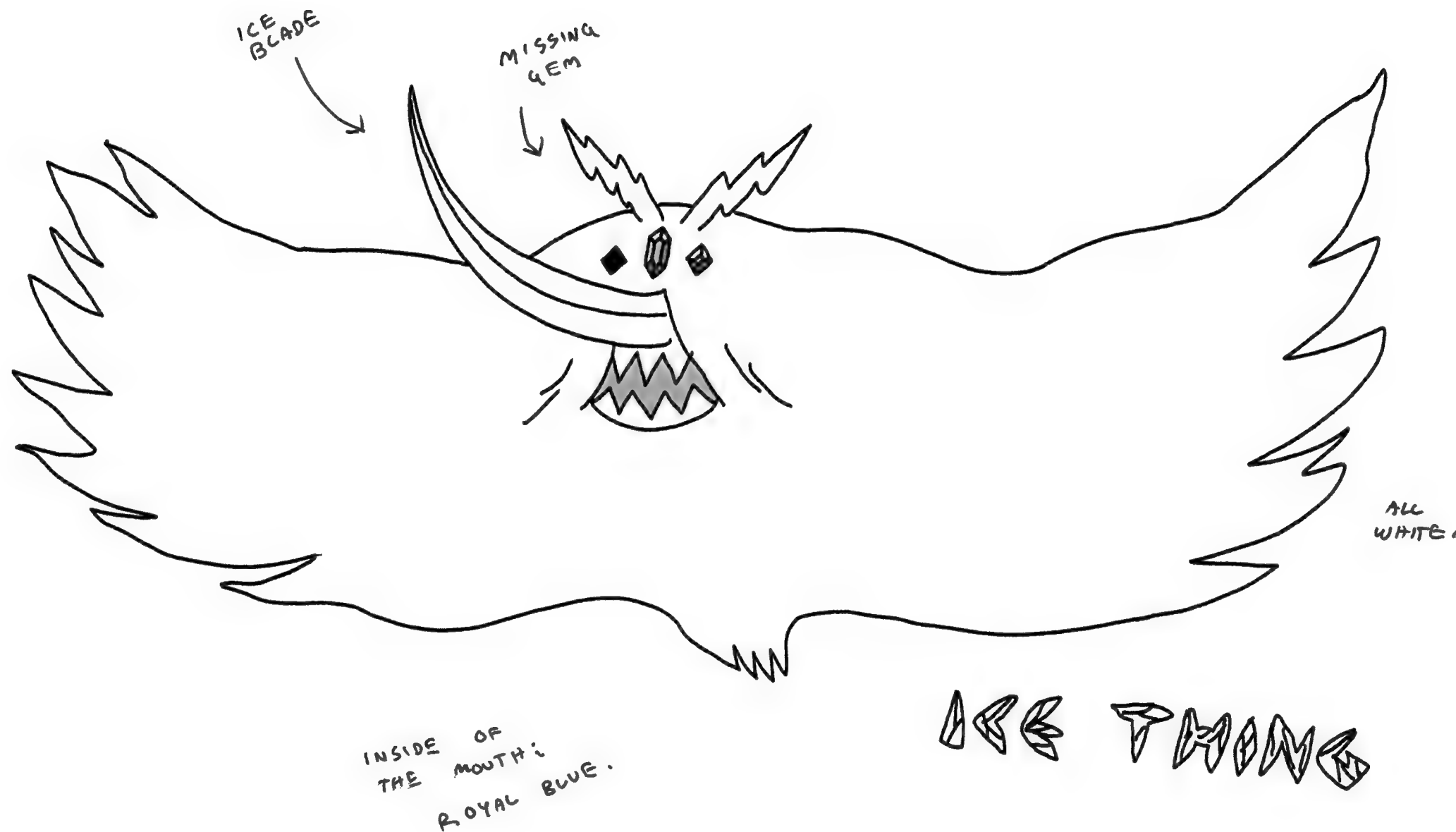
EPISODE #

1025-195

ADVENTURE TIME



Page 342



Production :

EPISODE #

1025-195

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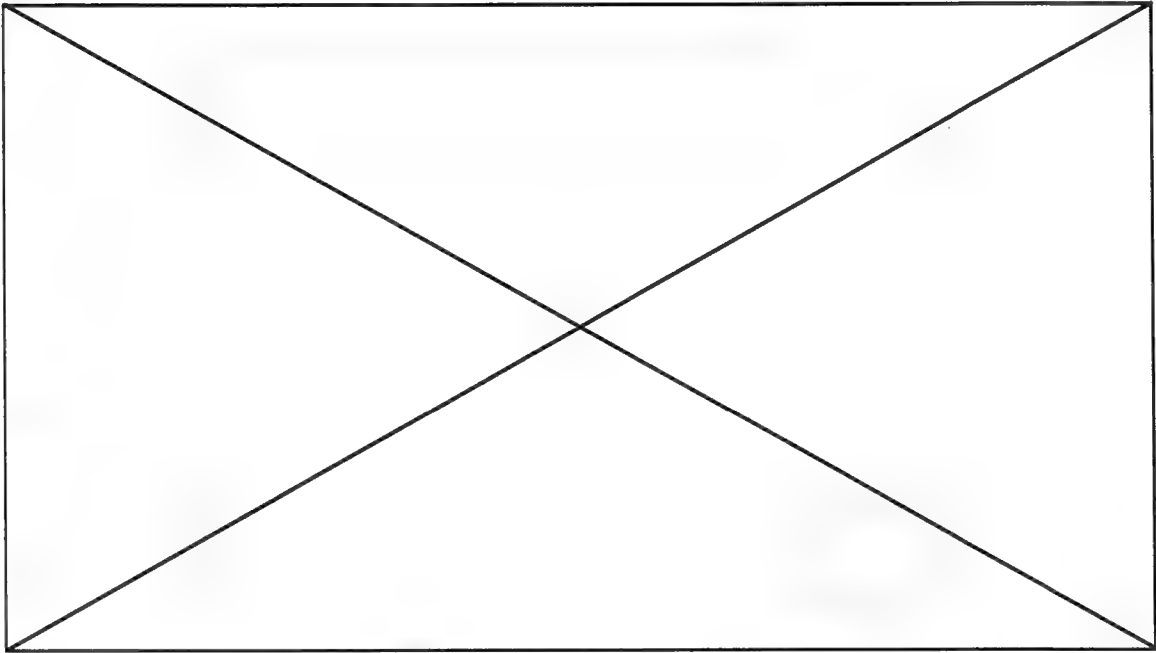
ADVENTURE TIME



Sc. 228 Pnl. 4 Bg. day night



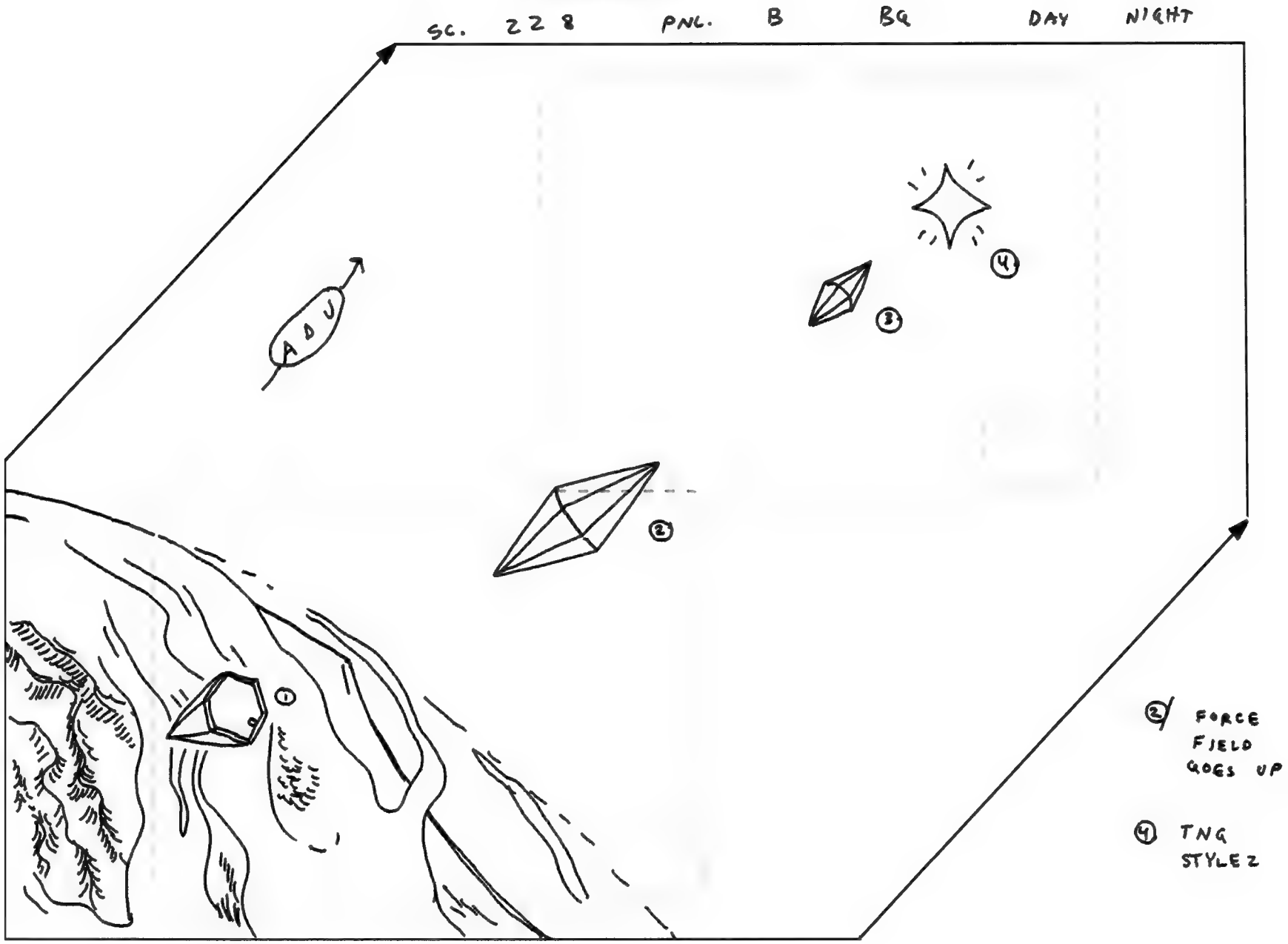
Sc. Pnl. Bg. day night



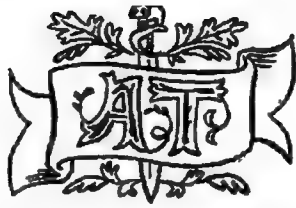
Dialog:
Action: <p>YOU CAN SEE PART OF THE CRATER</p>
Timing:

EPISODE # 1025-195
Production :

ADVENTURE TIME



ADVENTURE TIME



Sc. ✓ Pnl. ✓ Bg. day night

WIPE

Sc. 229 Pnl. A Bg. day night

Dialog:
Action: DEEPER SPACE. FIRES STILL BURNING MAYBE?
Timing:

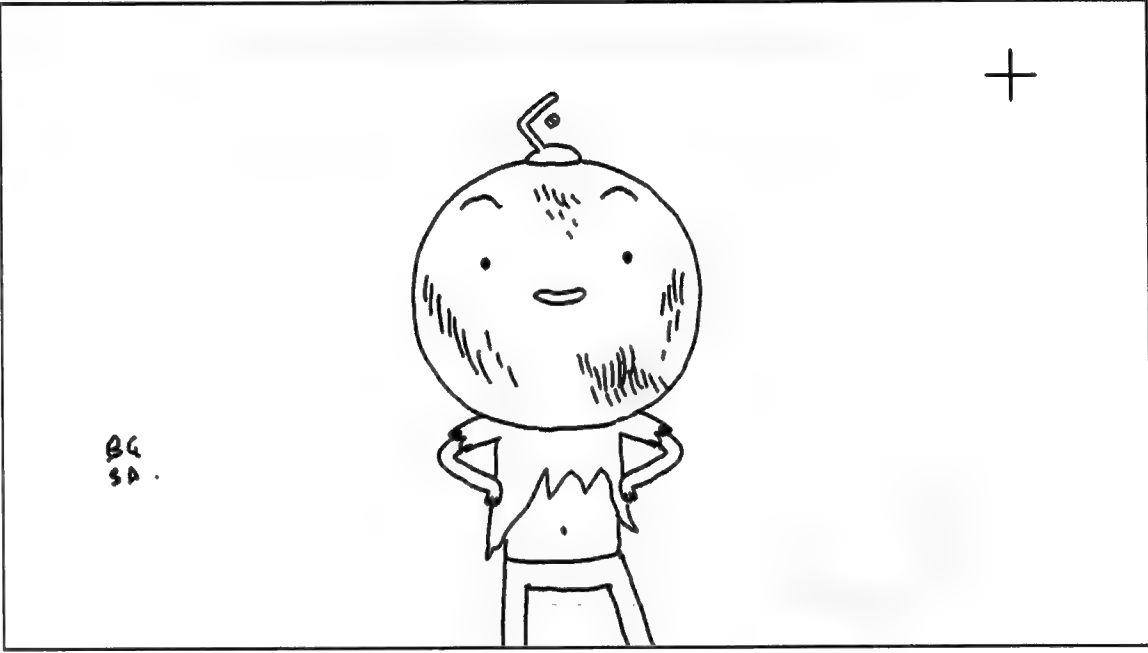
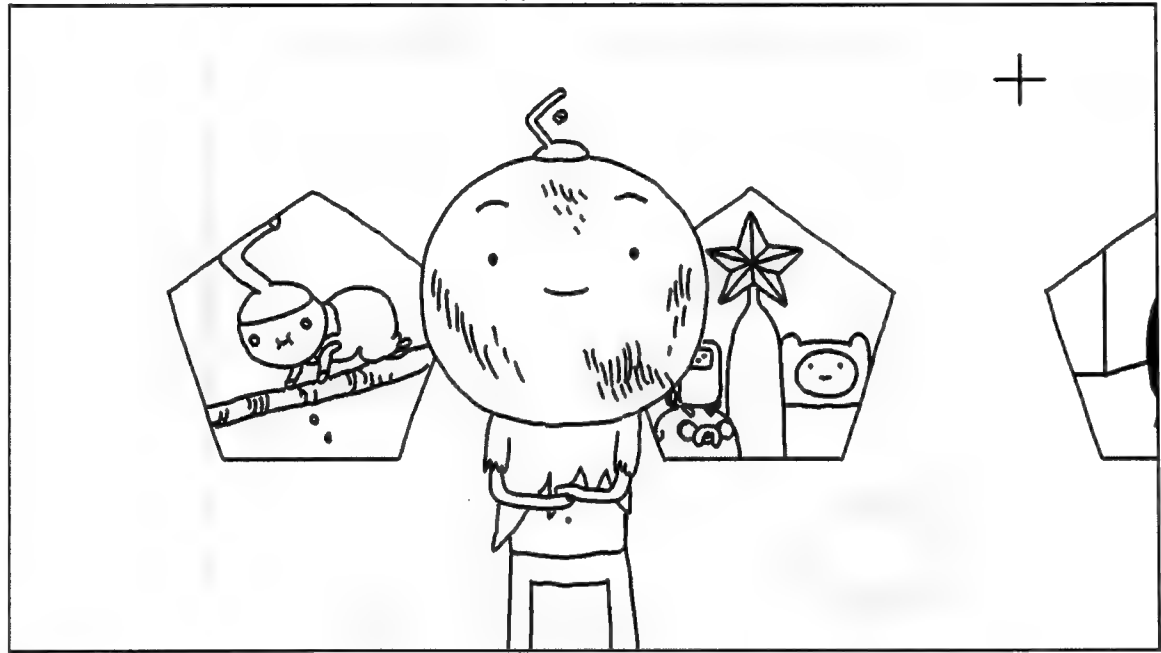
EPISODE # 1025-195
Production :

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ADVENTURE TIME



Sc. 230 Pnl. A Bg. day night Sc. 230 Pnl. B Bg. day night



Dialog:

© NOW WASN'T THAT A THING!

Action:

S.P.

Timing:

EPISODE # 1025-195 Production :

ADVENTURE TIME



Sc. 230

Pnl. C

Bg.

day night

Sc. 230

Pnl. D

Bg.

day night

Dialog:

© WE'VE HAD LAFFS & GAFFS,

© THIRIBLES & CHIBBLES,
~~ALT~~ THRILLBLES & CHILLBLES,

Action:

Timing:

EPISODE # 1025-195
Production :

ADVENTURE TIME

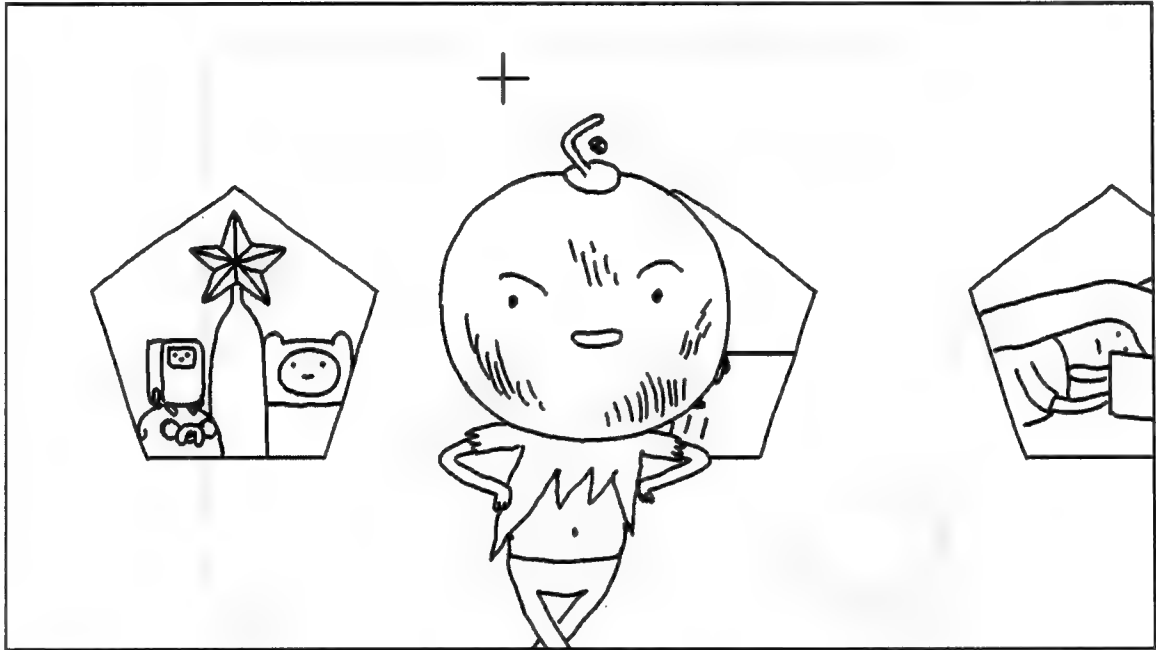


Sc. 230

Pnl. E

Bg.

day night

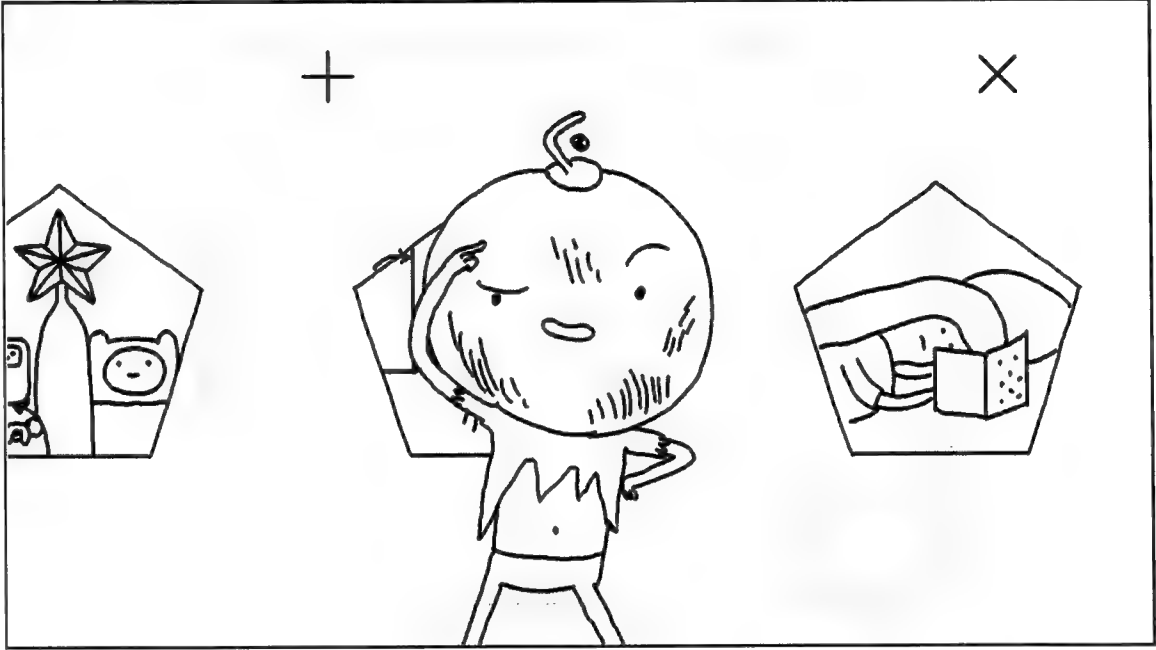


Sc. 230

Pnl. F

Bg.

day night



Dialog:

☺ SOME CLOSE CALLS,

☺ SECRETS & QUESTIONS,

Action:

TAPS FOREHEAD TWICE.

Timing:

EPISODE # 1025-195

Production :

ADVENTURE TIME



Sc. 230	Pnl. 9	Bg.	day night	Sc. 230	Pnl. 4	Bg.	day night

Dialog:
☺ ... AND MEMORIES TO SHARE!
☺ ≡ CHUCKLE ≡
Action:
Timing:

EPISODE # 1025-195
Production :

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ADVENTURE TIME



Page 350

Sc. 230

Pnl. 1

Bg.

day night



Sc. 230

Pnl. 2

Bg.

day night



Dialog:

© (TICKLED) WE BARELY MADE
IT OUT WITH OUR SCAYBLES!!

© ALL THANKS . . .

Action:

Timing:

EPISODE # 1025-195

Production :

ADVENTURE TIME



Sc. 230

Pnl. K

Bg.

day night

Sc. 230

Pnl. L

Bg.

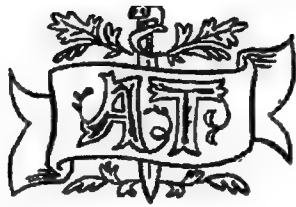
day night



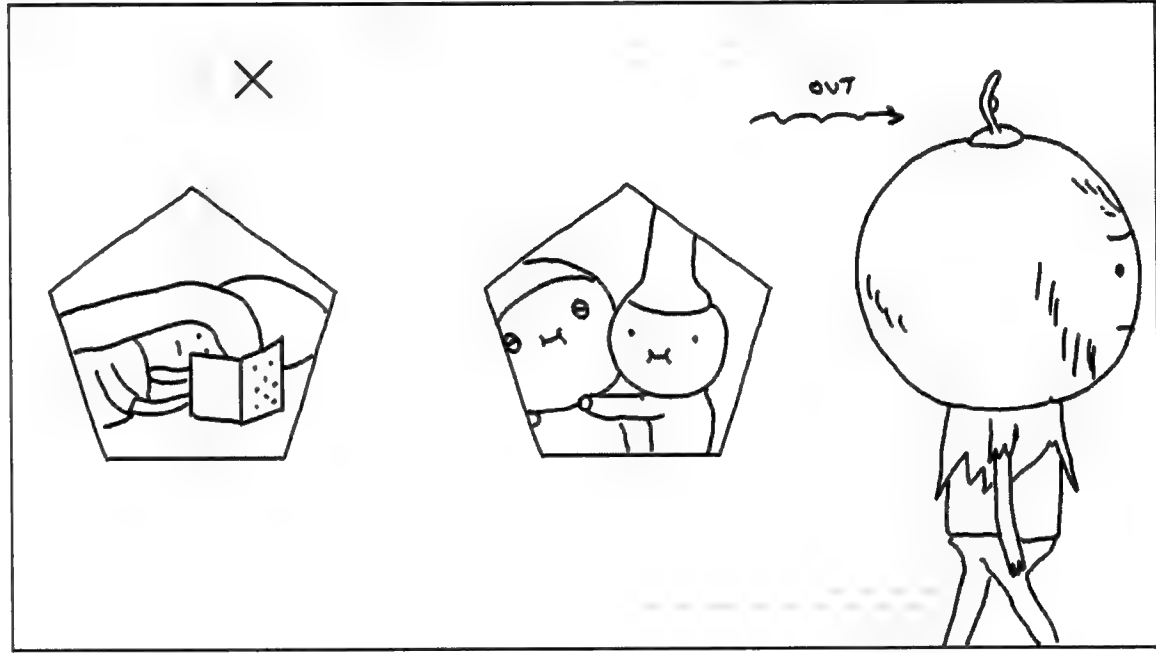
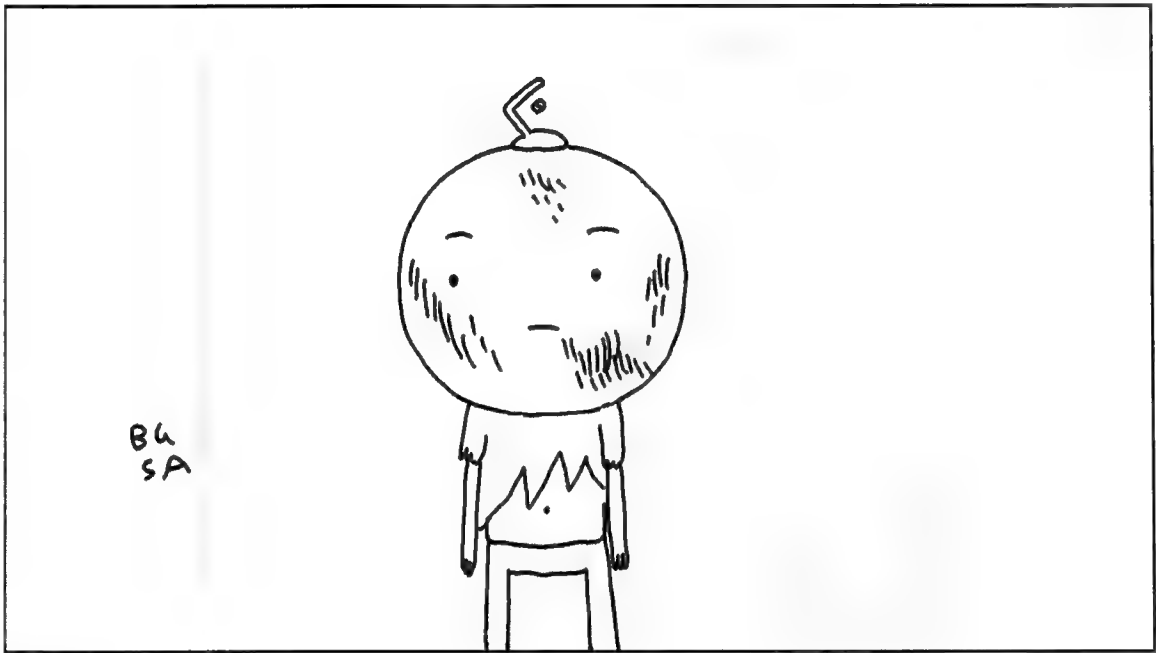
Dialog:
© ... TO <u>GRAYBLES</u>
Action:
Timing:

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ADVENTURE TIME



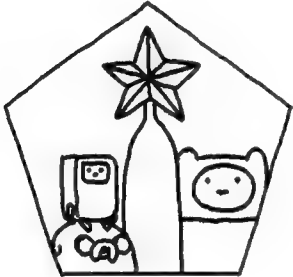
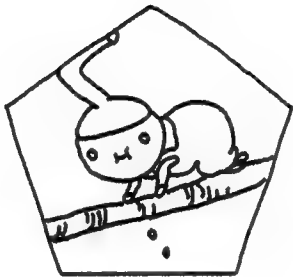
Sc. 230 Pnl. M Bg. day night Sc. 230 Pnl. N Bg. day night



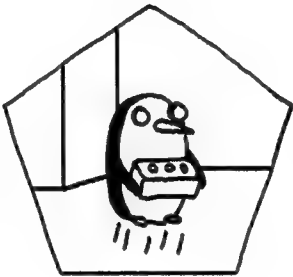
Dialog:
Action:
Timing:

EPISODE # 1025-195
Production :

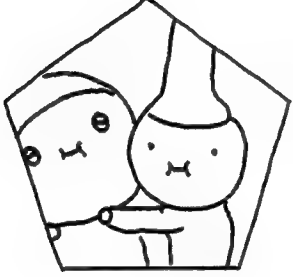
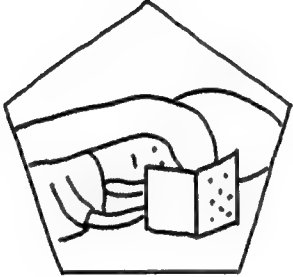
ADVENTURE TIME



+



×



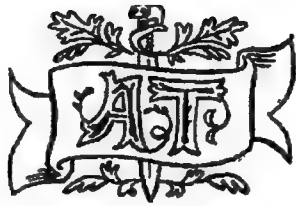
BG REF.
EACH PENTAGON IS
A DIFF. COLOUR.

Production :

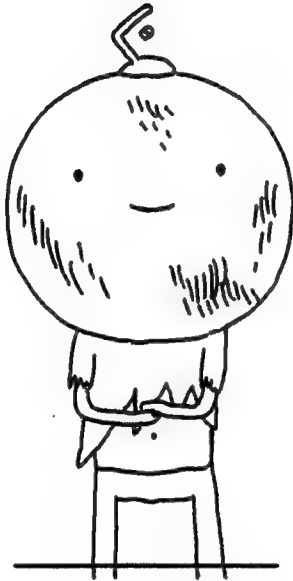
EPISODE #

1025-19S

ADVENTURE TIME



A



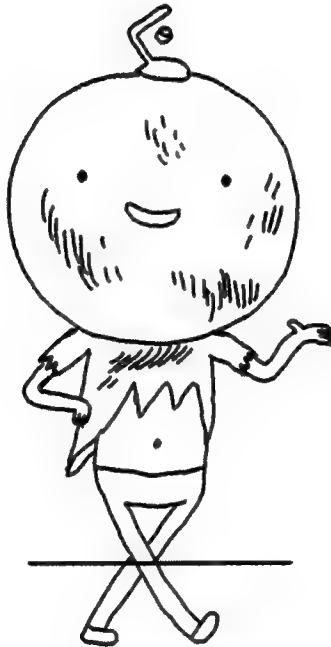
+

B



+

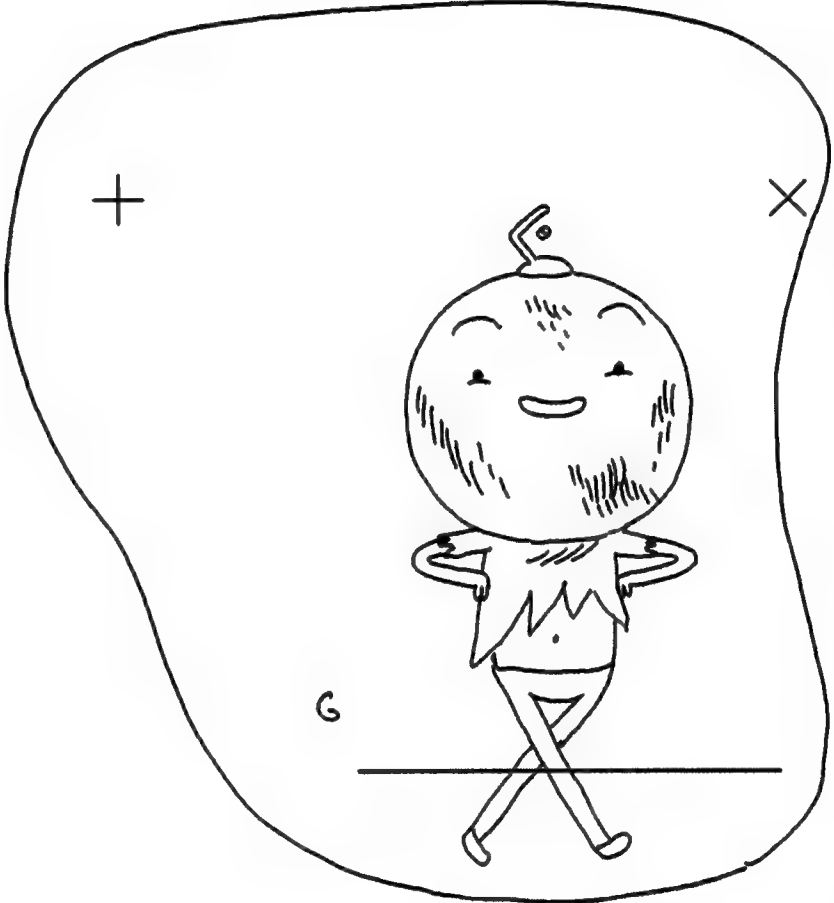
C



+

POSE REF.
I DON'T KNOW
IF THIS HELPFUL
AT ALL.
- S. W.

ADVENTURE TIME

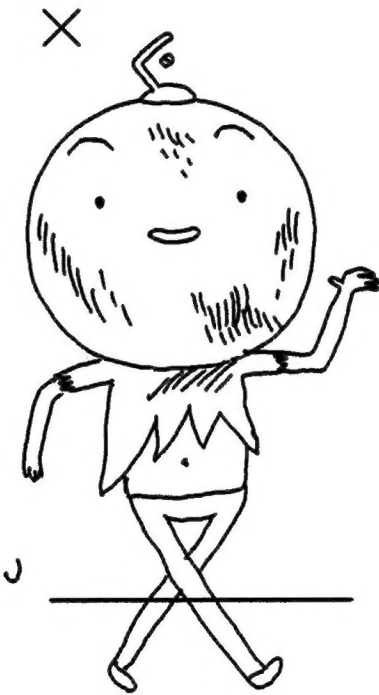


Production :

EPISODE #

1025-195

ADVENTURE TIME



X



Production :

EPISODE #

1025-195

ADVENTURE TIME

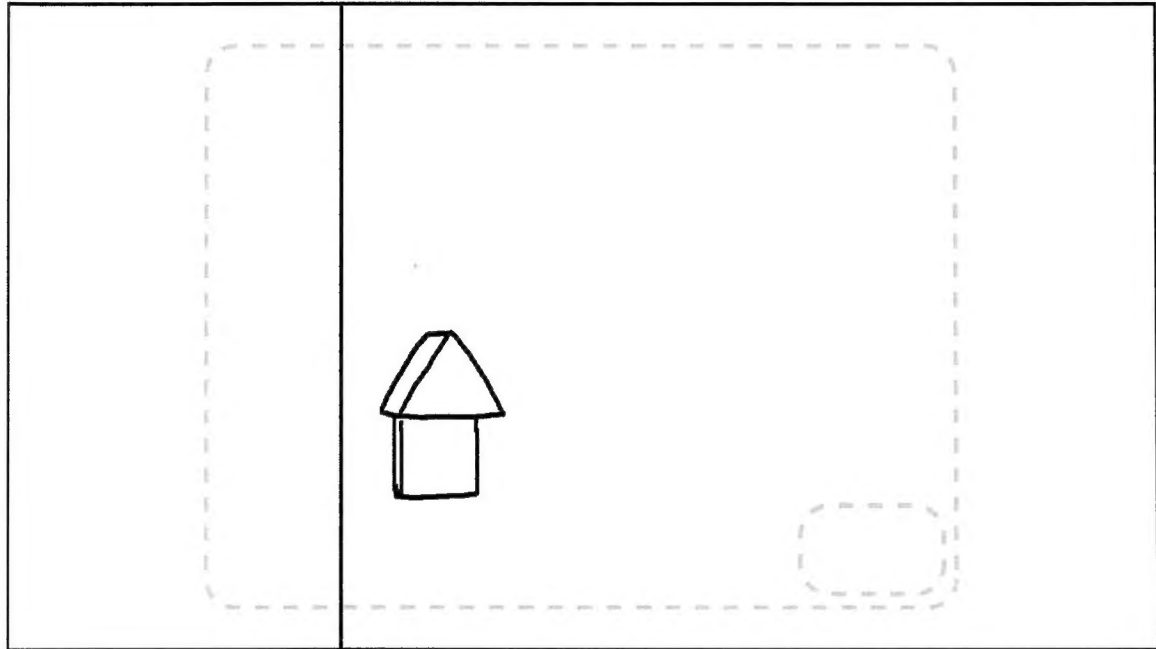


Sc. 231

Pnl. A

Bg.

day night

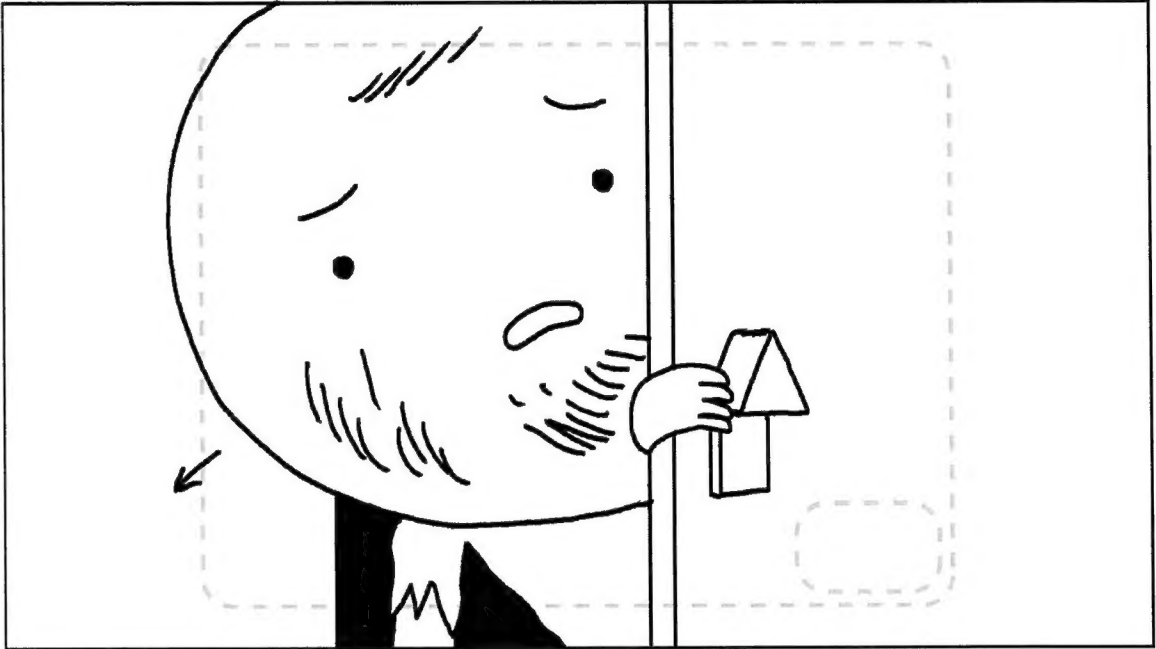


Sc. 231

Pnl. B

Bg.

day night

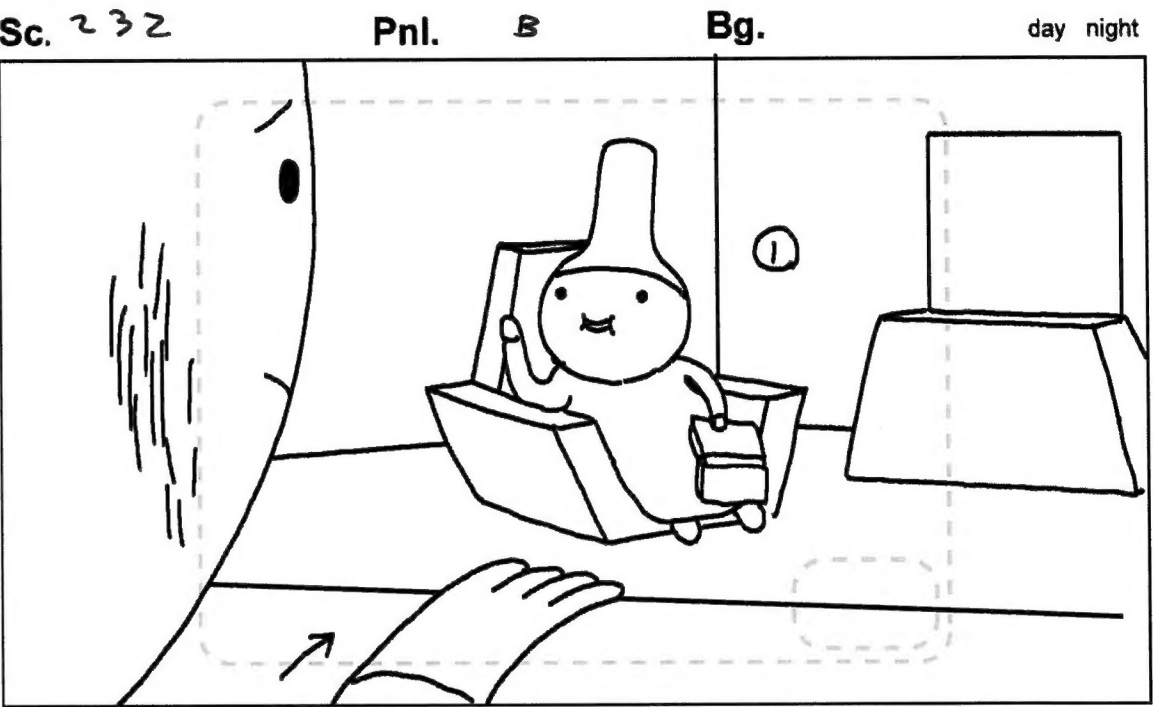
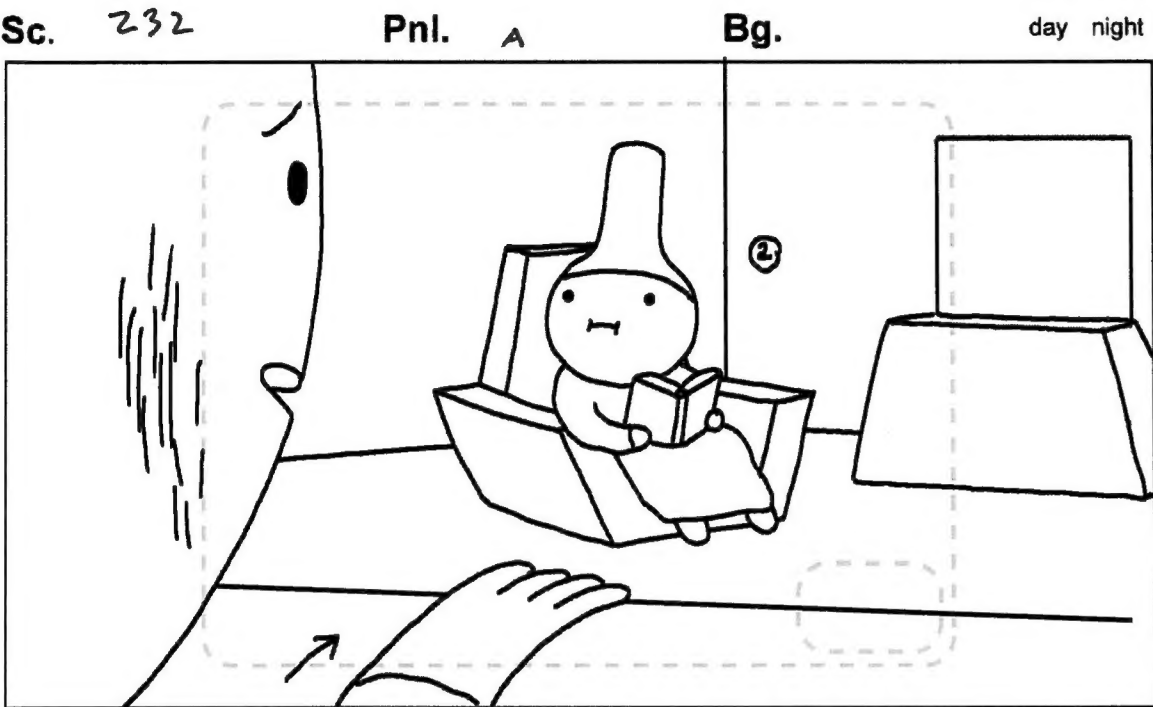




Dialog:	
(SFX) ≡ KNOCK KNOCK ≡ KNOCK	©/ SISTER TUBER?
Action:	
Timing:	

ADVENTURE TIME



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Dialog:	ⓐ I'M SORRY FOR THIS MESS. I LOVE YOU.	ⓑ PSH!
Action:		
Timing:		

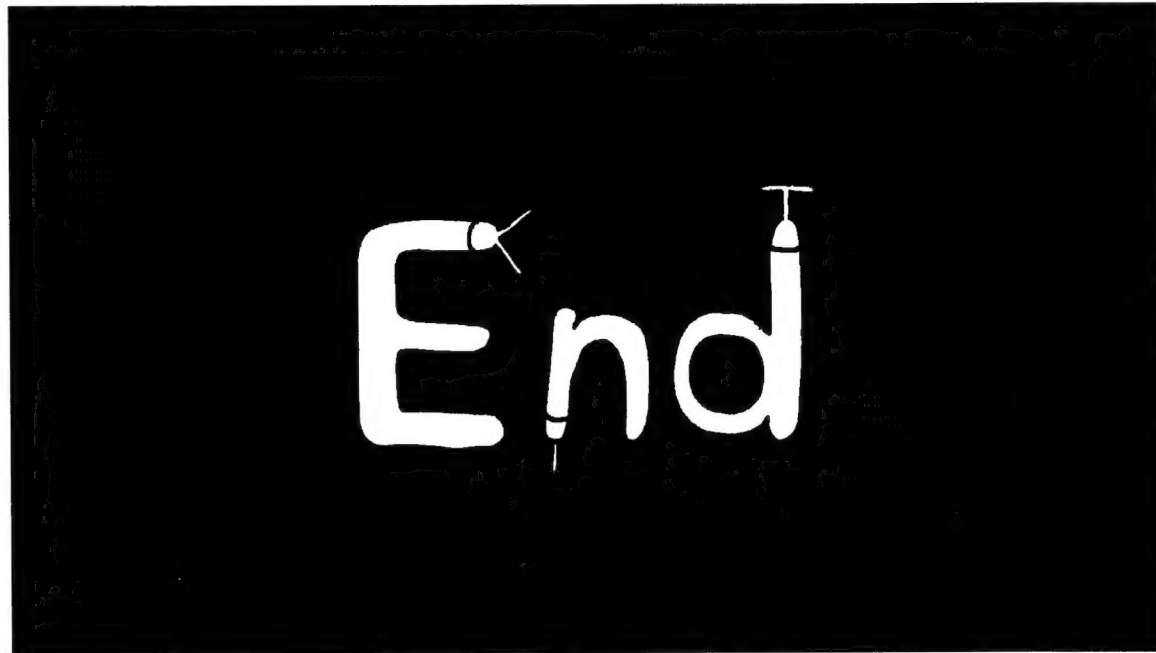
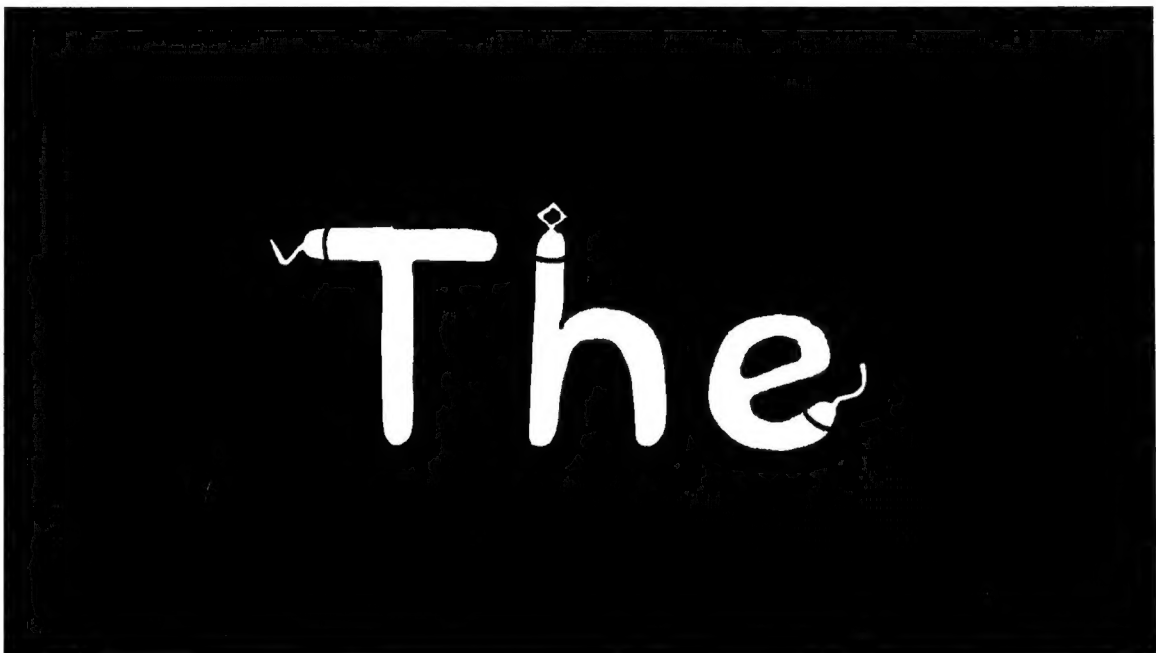
EPISODE # 1025-195
Production :

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ADVENTURE TIME



Sc. ✓ Pnl. / Bg. day night Sc. / Pnl. / Bg. day night



Dialog:
Action:
Timing:

1025-195

EPISODE #

Production :